

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: thunderclan on December 02, 2008, 11:05:37 pm

Title: **Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 02, 2008, 11:05:37 pm**

This space now includes a showcase of interesting things that have been created in this thread by the readers.

Battle Poem: By Derek "Hellbringer" Cosmosirons The Fenced Stigmata, Decapitator of Undead

Slice and Dice, Cut and Hack
Those who kill dwarf kind
Bash and Smash, Crack and Clack
those who end our line

Move and thrust, Hit the Dust
The fate of those green slime
Stay in the Fray, Slay away,
Those who end our time

Stand and fight, With your might
Those who are our pride
Charge and Battle, through the night
For those who will not die

Chase and hunt, the little grunt,
For those who run away
Sing a song, Cheer the crowd.
Flamebanner will not Stray.

Artwork provided by Hugo_The_Dwarf
[Spoiler](#) (click to show/hide)

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Fireheart's Journal: 20th Opal

The memories continue to plague me. Even in my dreams I'm forced to relive that terrible day at Helmthundered when the Goblins took everything. Our home, our friends and worst of all...our honor. Going before the Nobles I demanded a chance to redeem myself and my fellow survivors in the eyes of our brethren. My request was granted and I began preparations. Our honor will be regained whether we live to see it or not.

This fortress is set a few monthes after the Fall of Helmthundered. The Undead and Goblins still run rampant and the pop cap of 20 will still be used for the first few years.

If you want a dwarf then post a name, profession(s) and gender and I'll accomadate as best I can.

There is magma, sand, a chasm and a brook on the map.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 03, 2008, 04:03:51 am**

I'll take a male mechanic/mason. Call him Korgan.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Flintus10** on **December 03, 2008, 04:21:57 am**

I will take a weapon and armour smith namned Sarek
Gender:Male
Personality:Sarek is an old veteran warrior who has now retired however he still wants to do his bit for the new dwarven fortress, and if he can't fight the battles the least he could do is equip the warriors. Sarek is somewhat slow to speak and often in the backround prefering to simply work rather than socialise, however as veteren dwarves are respected when he does speak he is listened to.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 03, 2008, 06:16:21 pm**

Sarek and Korgan are in. We have 1 male and 3 females left unclaimed.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **December 03, 2008, 07:34:23 pm**

I'll join!

Male miner by the name of Kornash please!

Thanks!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **DFNewb** on **December 03, 2008, 07:37:03 pm**

I will join female stone craftier/ wood craftier / bone craftier

I am a guy but only choosing a female because I have to

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 03, 2008, 07:46:36 pm**

The last 2 female dwarves are the cook/brewer and farmer

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Balor Kartain** on **December 04, 2008, 12:46:49 pm**

I'll take the farmer
name her Jillian

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Skid** on **December 04, 2008, 12:52:53 pm**

I'll take the cook then.

Just use whatever name they already have.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 04, 2008, 01:09:20 pm**

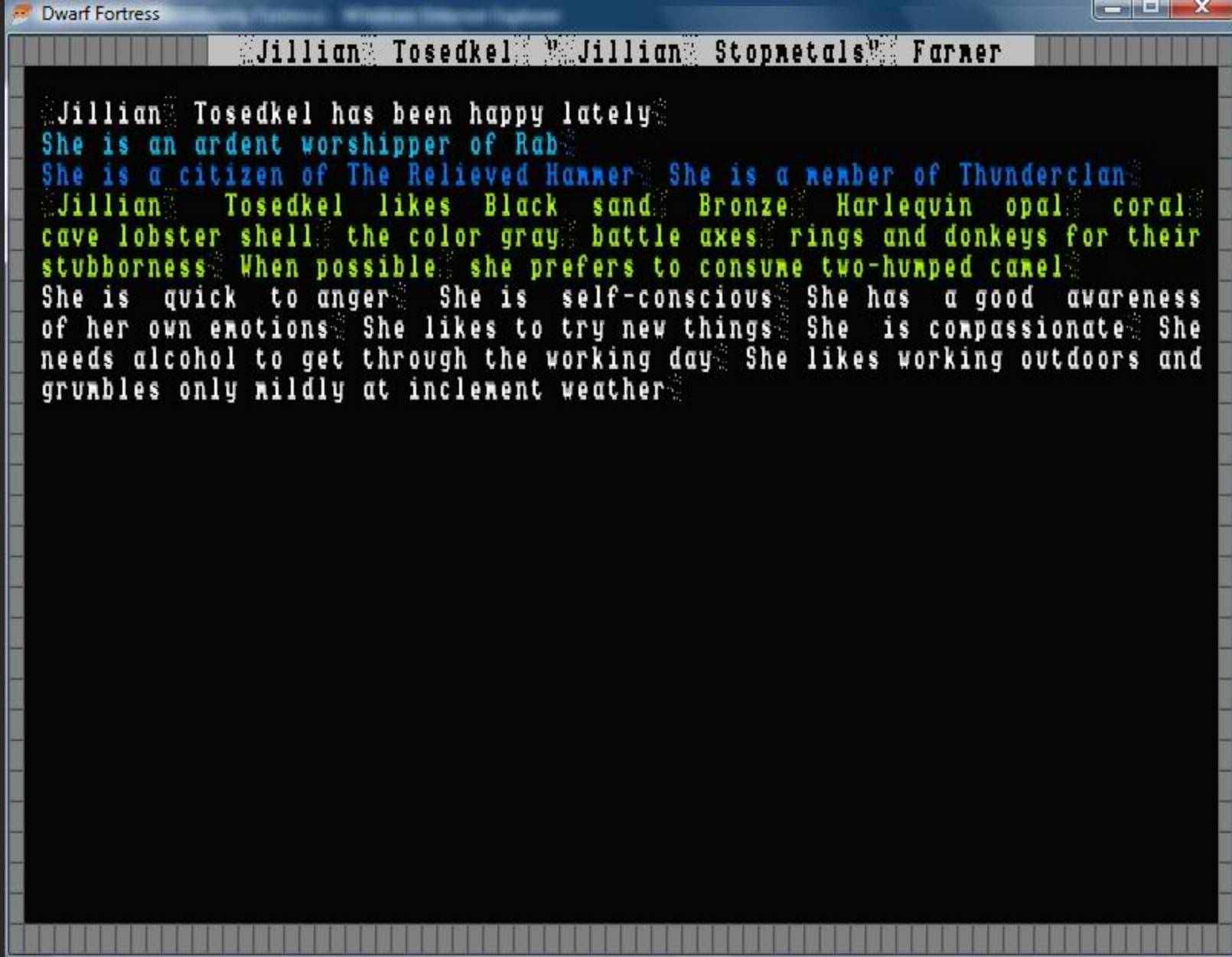
You guys are Dwarfed and I'll post the first update in a few hours

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 04, 2008, 02:53:07 pm**

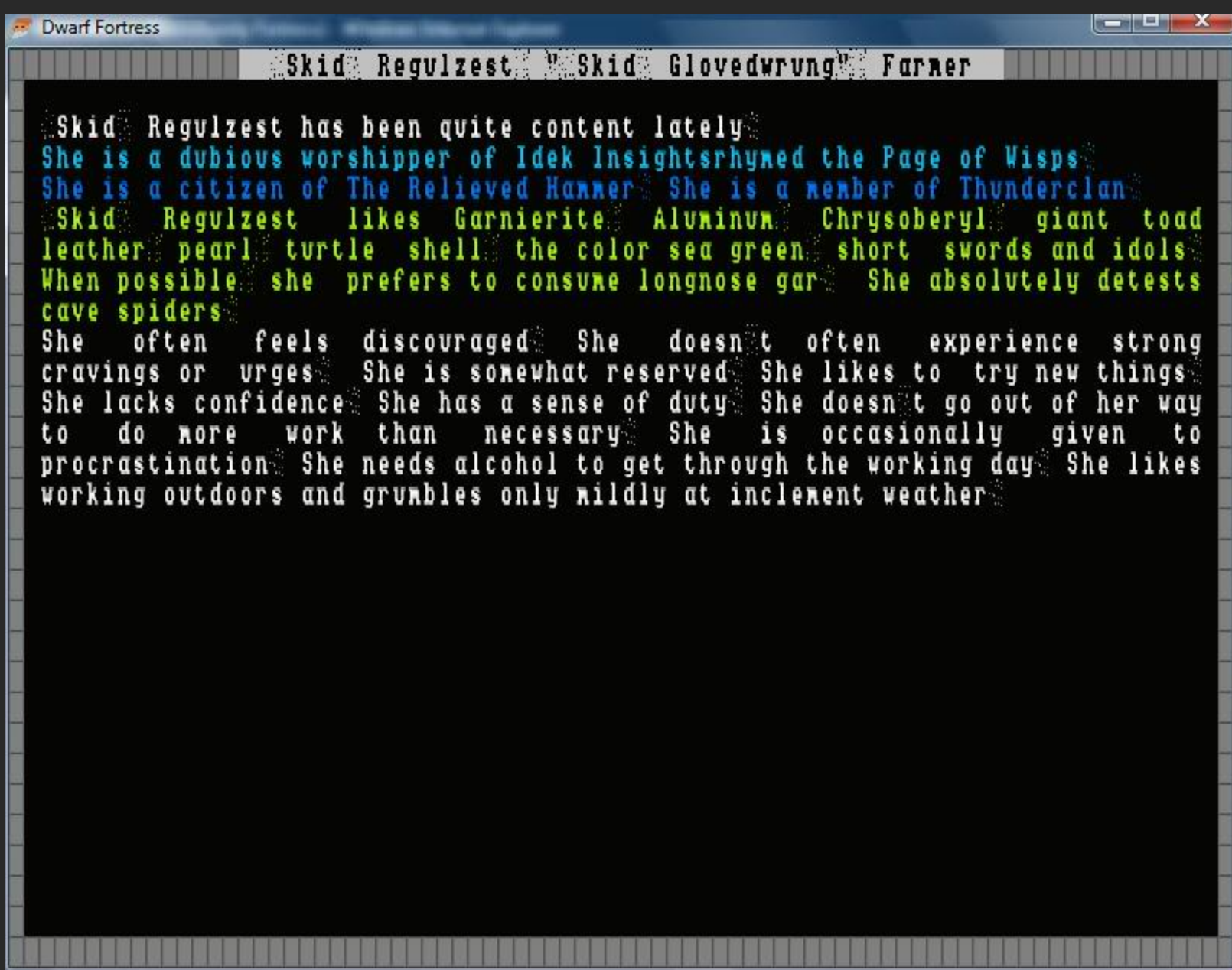
Fireheart's Journal 1st of Granite, Year 4

Today we broke camp and followed a brook down out of the mountains and into our new territory. As we approached we could see the familiar haze of heat caused by firey magma and the sun glinting off the precious metal ore encased in the rock around us. I've sent Kornash to scout a suitable location for us to dig while I make a few notes about my companions.

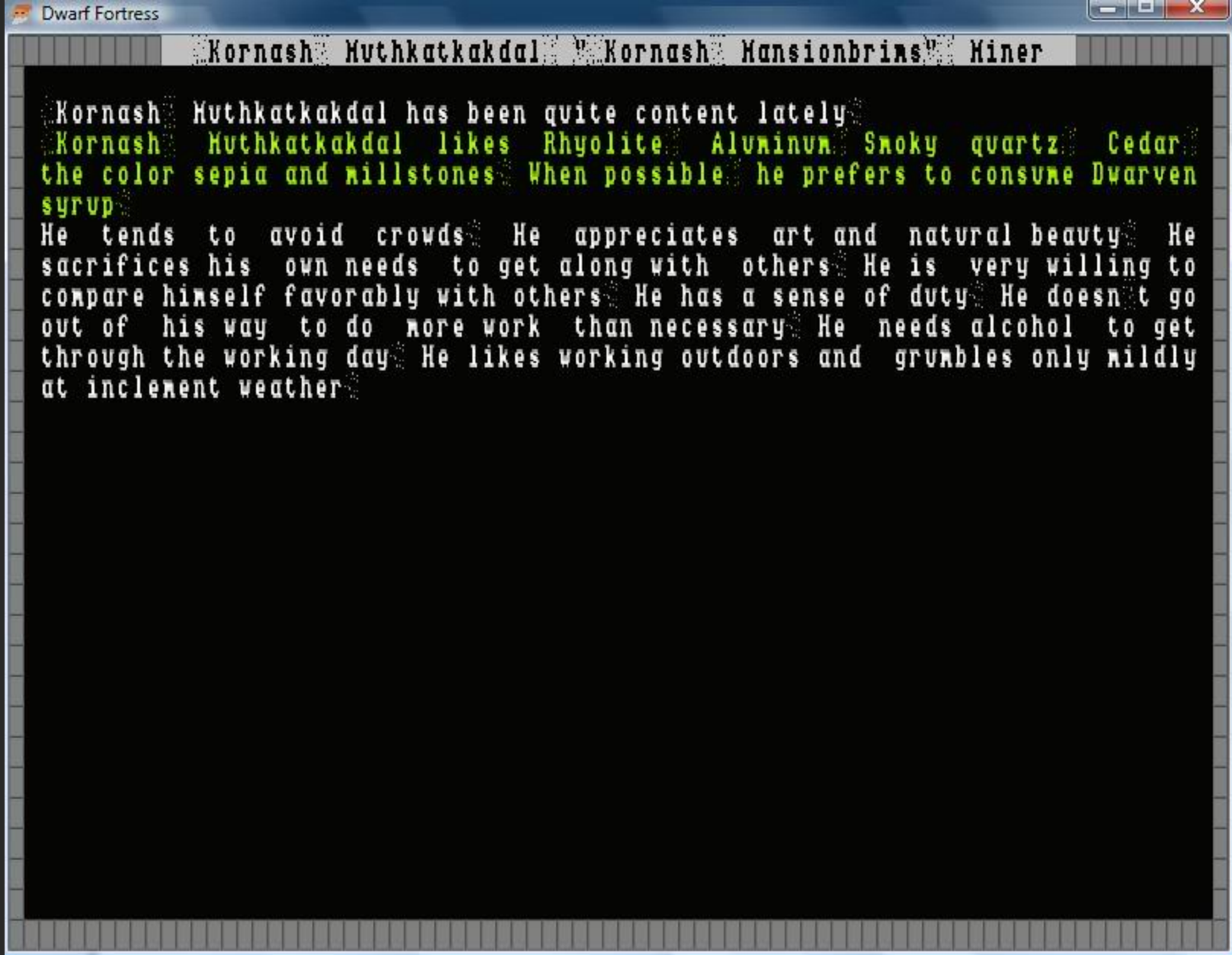
Spoiler (click to show/hide)



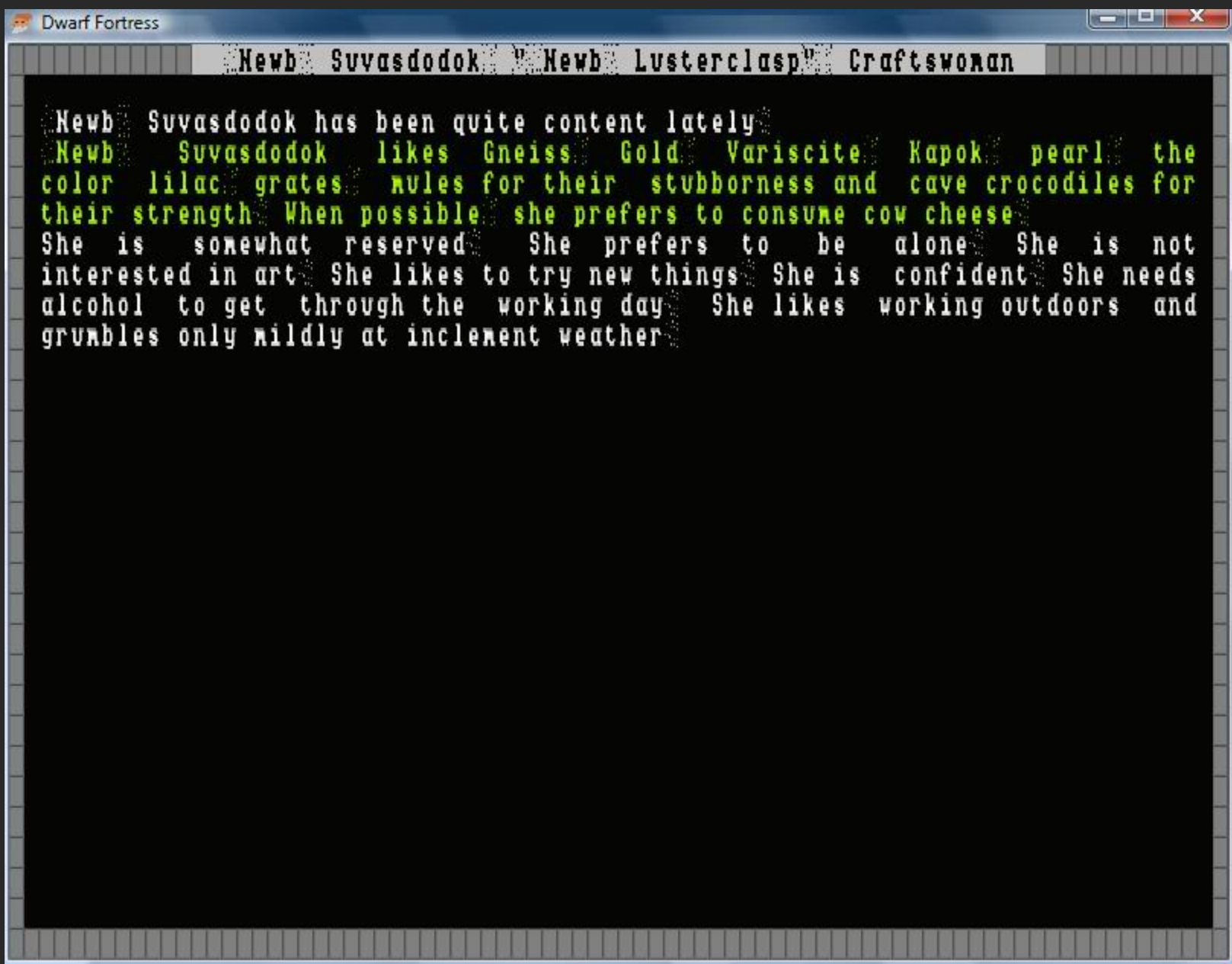
Jillian is our farmer. She spent the whole trip making sure the Plump Helmet spawn would be ready for planting.



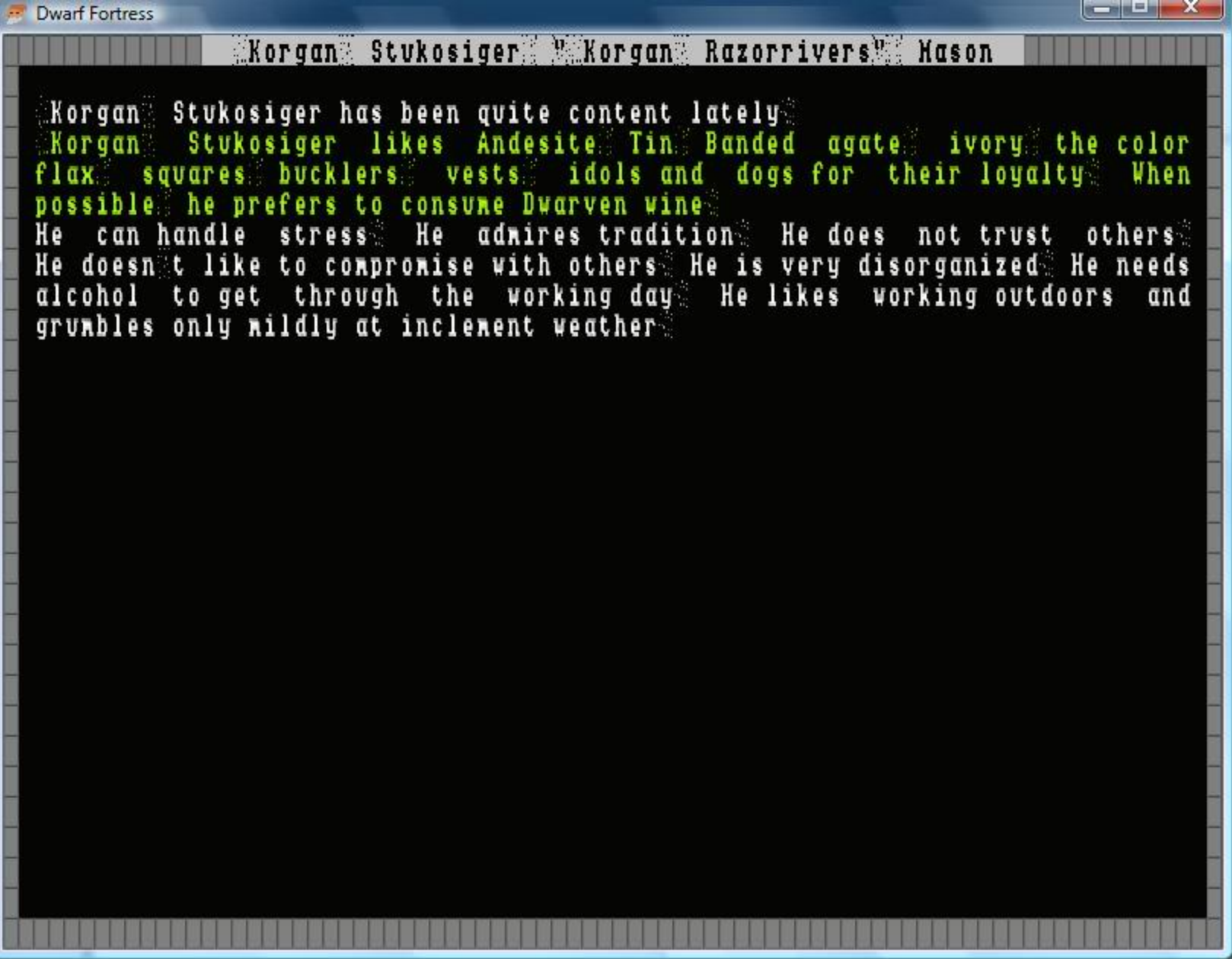
Skid is one of the more vital members of our group. As the chef and brewer we depend on her for our meals and brews.



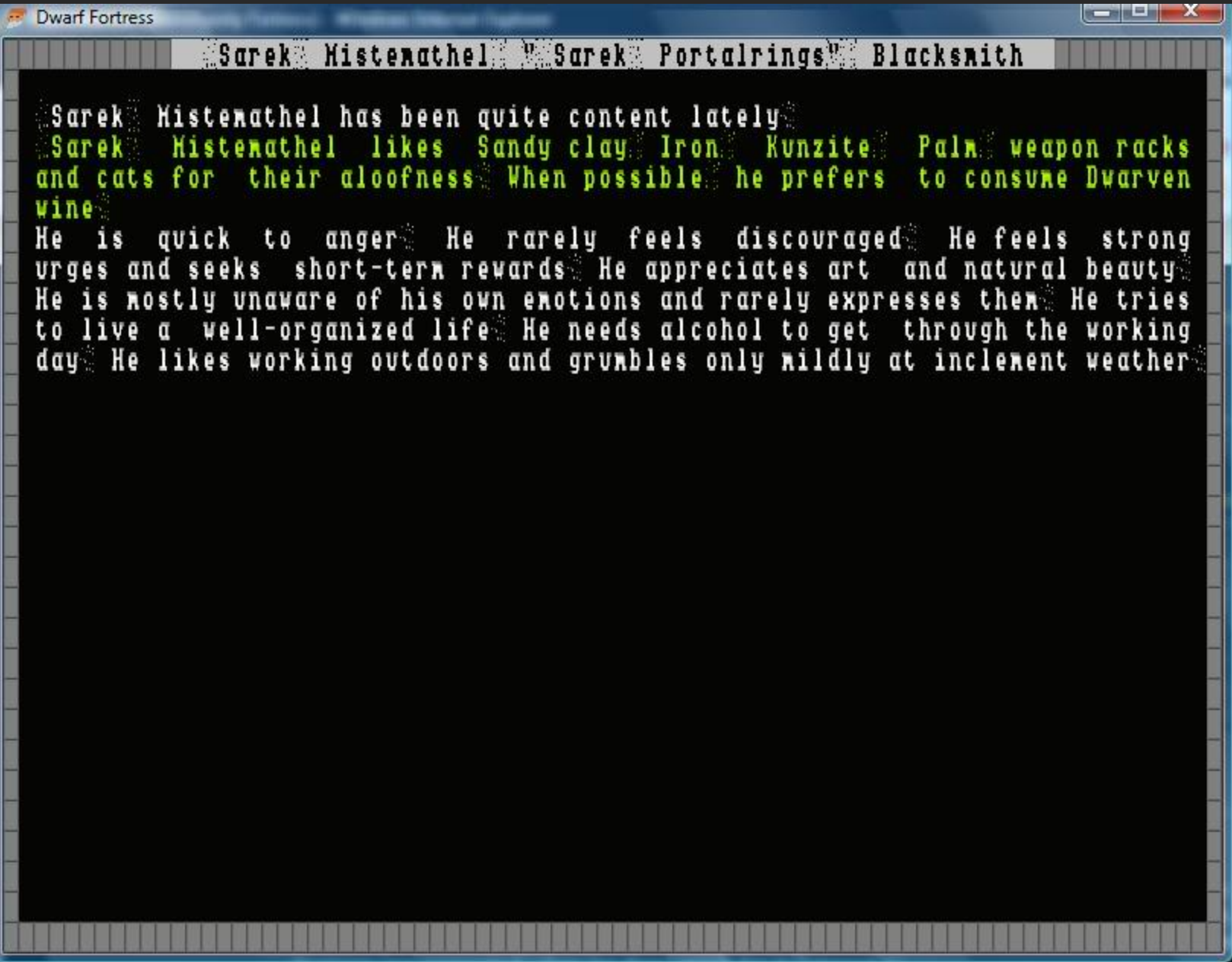
Kornash is our miner. He is also in charge of designing our new home.



Newb is the one we turn to for our crafting needs. She has skill with bone, stone and even wood crafts and will be invaluable in the seasons to come



Korgan is our mason and mechanic and will be in charge of both our early defenses and outfitting our home.



Sarek I've heard of before. In his younger days he was a fierce warrior who fought hundreds of goblins, humans, elves and beasts before he retired. He has since taken to crafting the weapons and armor for the soldiers. He's seen alot of the world and we can use his experiences to aid our cause.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Plank of Wood** on **December 04, 2008, 05:01:31 pm**

I have forward dibs on your first noble.

Name: Uristian Northington the Third

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 05, 2008, 01:53:16 am**

Fireheart's Journal Late 1st Granite Year 4

Kornash came back with a grin saying he'd found a perfect spot to dig. I grabbed a pick and as we started digging we christened the new fortress Flamebanner.

Kornash's Mining Report

2nd Granite: Gold and Limonite
4th Granite: Gold
7th Granite: Bismuthite
26th Granite: Fire Agate
5th Hematite: Resin Opal

Fireheart's Journal 16th Limestone Year 4

We've kept very busy the last few monthes. The workshops are up and running, we have plenty of bedrooms and the beginnings of a fine dining hall.

The caravan from home arrived today. Leading it was our Liason, a dwarf named Rakust Asteshoshosh. We hurried inside to discuss the next years trade while Jillian took over at the Depot.

The meeting went quickly. I arranged for Rakust to bring us meat, booze, barrels, bags and metal. Rakust hurridly stood and headed for the entrance. After storing the trade papers I went to see what we had gotten for Newb's stone goods. I arrived to find Sarek and Newb dropping corpses on the refuse pile. One look told me that they were Antmen, obiously there was a chasm somewhere on our territory. Turning to Jillian I discovered that the merchants were refusing to trade. They claimed they were waiting for the last wagon. Apparently the caravan had run into the Antmen on the way in and the guards had butchered them while the wagons went around. Except one that took off in the opposite direction. We waited, us staring at the merchants and the merchants staring at us while they arranged their goods for the 5th time. A couple Kobold thieves popped up and fled when they saw so many dwarves standing around them. Finnally Jillian spotted the wagon rolling along the brook just fine but moving so slowly. It seemed like ages before they arrived and unloaded. I leapt into the trade, taking meat, gems, metal bars, cages, booze, barrels and an anvil in exchange for all of Newb's crafts.

We started hauling our fresh supplies inside while the merchants headed off in a hurry. I made a mental note to look for the chasm once we had the dwarf power to deal with it.

Plank I've got you down for a noble dwarf but it'll be a while so if you want another in the meantime just let me know.

Also migrants will be arriving soon so post if you want a dwarf.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 05, 2008, 06:11:22 pm**

I'll head up the fledgling militiary with Wok, a militiary dwarf of any profession (preferrably non-crossbow, but if you must then feel free to).

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Plank of Wood** on **December 05, 2008, 06:16:31 pm**

I'll take a Woodcutter/Axeman named "Plank of Wood" untikl the noble comes KTHXBYE.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 06, 2008, 02:53:44 am**

Fireheart's Journal 3rd Timber

With the knowledge that we share the territory with a chasm as well as a magma pipe I've begun drawing up plans for a wall to encircle a good sized area outside our gates. I've ordered Kogan to start chopping down any trees along the site while we Myself and Kornash continue to make changes to the plans to ensure the best possible defence.

19th Opal

The trees have finally been removed from the planned site of the wall but have been forced to suspend further progress until we have both more stone and enough dwarves to finish in a reasonable time frame.

We had a thief show up in the bedroom hallway: a raccoon. Kornash quickly killed it and carried it out to the refuse pile.

5th Obsidian

Another raccoon showed up in the cage stockpile today. Jillian killed it but I have to wonder how it was planning to carry a metal cage?

17th Obsidian

We spotted flames to the East today. One of the denizens of the magma pipe was apparently walking the surface. I ordered everyone to stick close to home until it returns to the flames.

We're expecting new labor from the Mountainhomes to arrive within a few weeks. I'm hoping they send us a warrior or at least someone we can train.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **December 06, 2008, 01:28:59 pm**

Can i have a dwarf called "Sir Nil" a military dwarf trained in the hammer and shield.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 06, 2008, 07:36:24 pm**

sure thing

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 06, 2008, 09:17:41 pm**

I'll take a male mechanic/siege operator/siege engineer/glassmaker
Call him LegoLord, control Freak

I had been looking for your next fort, I don't know how I went so long without noticing this.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 06, 2008, 11:08:22 pm**

I was wondering when you were going to show up ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Akhier the Dragon hearted** on **December 06, 2008, 11:18:59 pm**

i would like a dwarf called Akhier and have the profession be Chaos Lord. he can be a mechanic/mason and preferably male.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 08, 2008, 02:37:23 am**

Fireheart's Journal 7th Granite

Spotted flames in the South-East . Ordered everone inside until they died down.

10th Granite

The Elves arrived today. Jillian saw them coming and rushed to alert everyone. I ordered only 2 bins of Newb's mugs to the Depot. Upon arriving I gave them the mugs and then took the supplies we needed: alcohol, barrels, bags, cages, some cloth and a Black Bear. I told them that when they could bring a large amount of supplies that would be useful to a Dwarf then we could talk about fair trading. They grumbled and left but I'm sure they'll be back later.

2nd Slate

Someone brought in a kitten today, one of Sarek's pets or rather what was left of it. The other cats seem to be keeping him happy enough to let it go.

2nd Slate--Later

Kornash was up at the farm harvesting a fresh Plump Helmet when he heard the familiar sound of metal on metal. Peeking around the corner he saw 5 Goblins striding through the entrance like they owned the place. 4 wrestlers led by a tough looking macegob. Pulling his pick from it's place on his back he charged around the corner into the Goblin squad yelling "An Ambush! Curse Them!" before driving the head of his pick through a wrestler's stomach. He parried a blow from the macegob and bashed another wrestler's head in. Whirling around he caught the macegob in the face with the pick handle and cut another wrestler down. The last wrestler fell seconds later with blood flowing from a wound on his side. The macegob turned to flee but Kornash jumped him and proceeded to hit him repeatedly with his pick.

We arrived in time to see Kornash wiping his pick and hands on the macegobs robe, grinning. The only wound he recieved was a light cut on his left arm. We broke out the last barrel of fine Dwarven beer and celebrated into the night. Our revenge on the Goblins has begun.

That was unexpected. I've never had an ambush with just the 7 founders before. But it turned out better then that last time we faced them. Kornash is now out greatest warrior with 5 notable kills...and a raccoon.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 08, 2008, 04:53:13 am**

Aww, nothing notable done by Korgan yet? Sad.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 08, 2008, 12:09:58 pm**

Not yet but you'll be playing a big part in the building of the defensive wall.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 08, 2008, 04:10:13 pm**

Excellent...*tents fingers*

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 08, 2008, 06:48:14 pm**

Fireheart's Journal 7th Slate

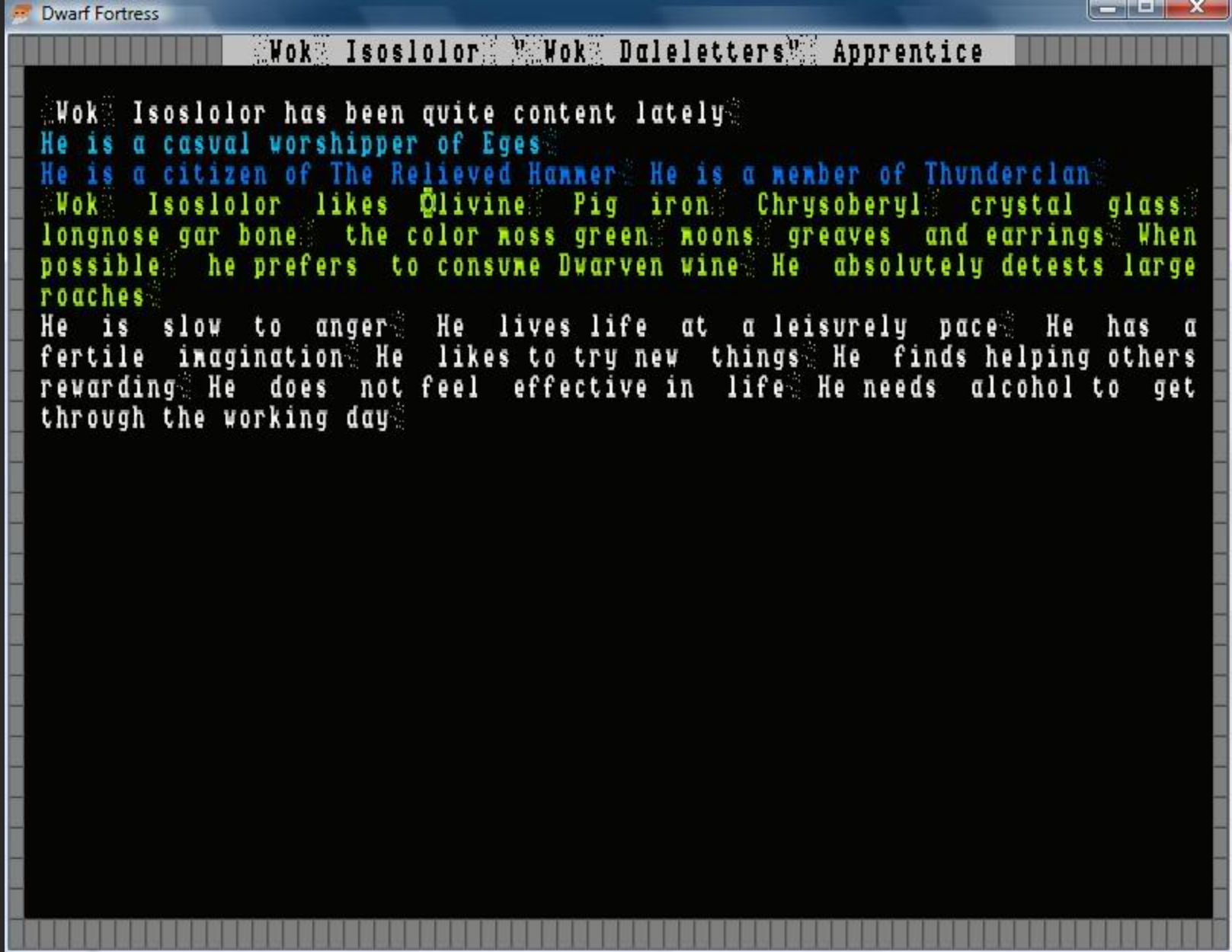
Newb alerted us to the arrival of a group of migrants in the northern hills. I met them at the entrance. taking down their names and professions as the passed while I figured out who would be assigned where.

According to my notes we recieved

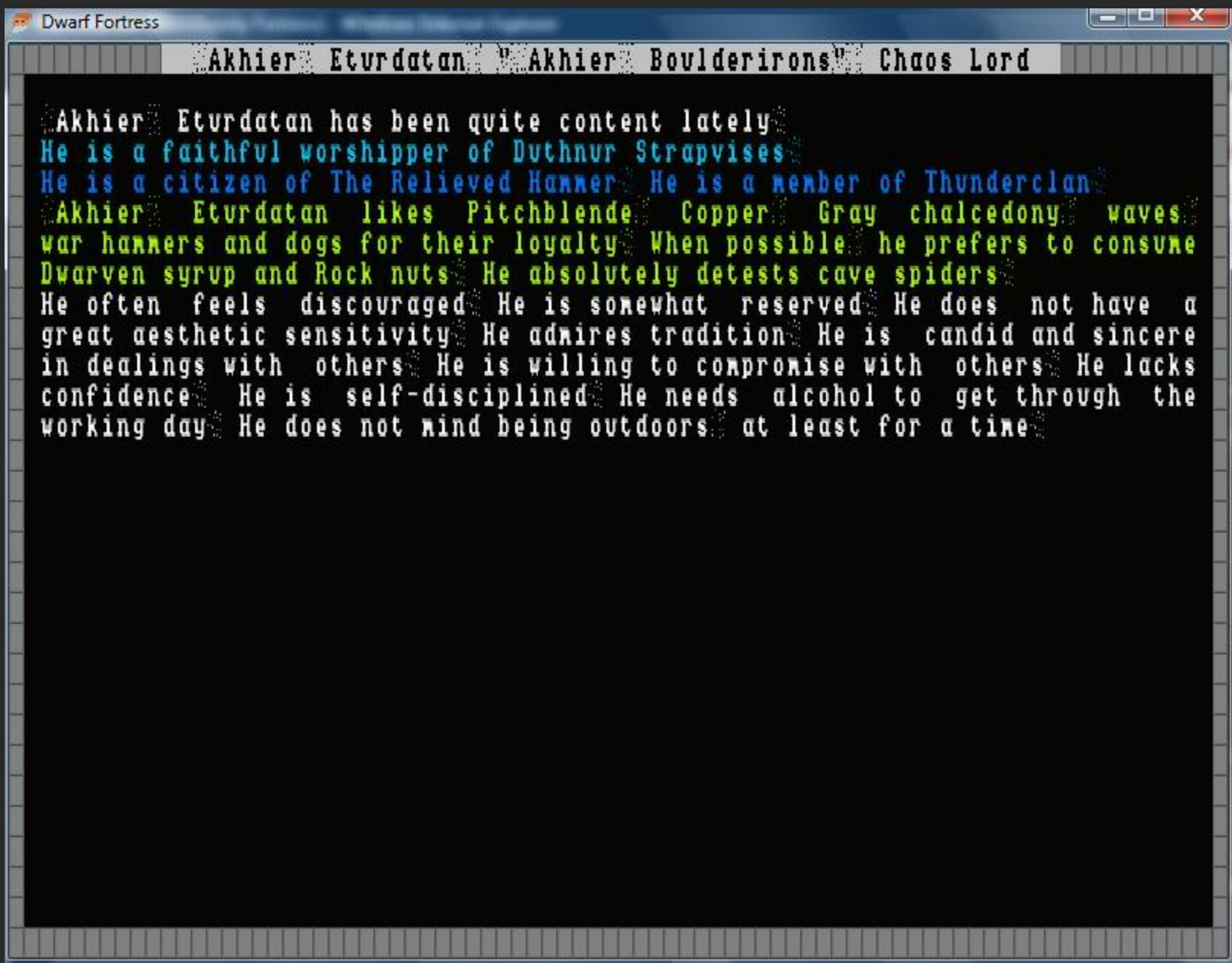
- A Brewer (Could be useful)
- Milker (So Drafted)
- 2 Peasants (Either Drafted or given a useful job)
- Cheesemaker (So Drafted)
- Metalsmith (Might be useful once the forge is ready)
- Blacksmith (Might be useful once the forges are ready)
- Woodburner (So Drafted)

There were a few who caught my interest:

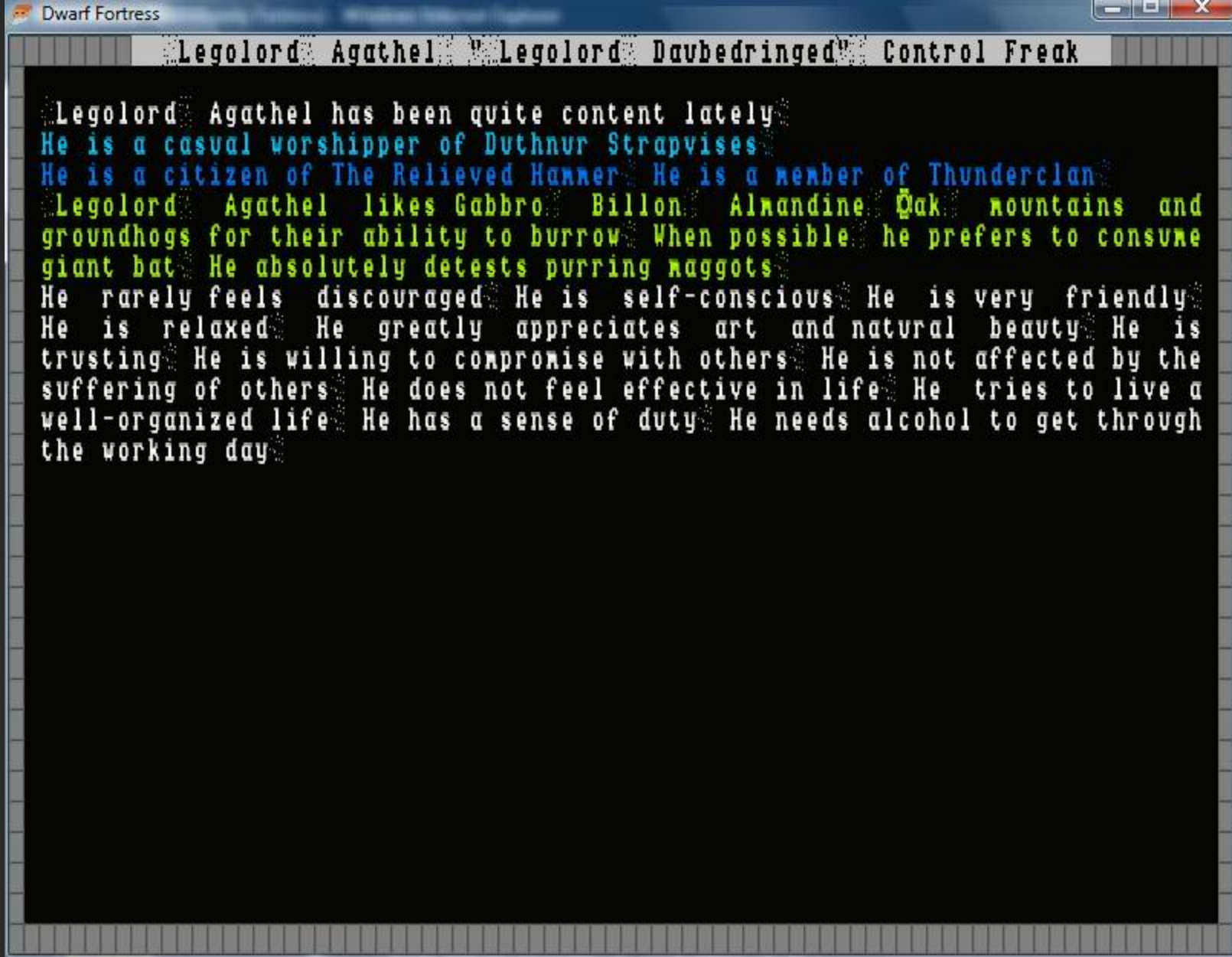
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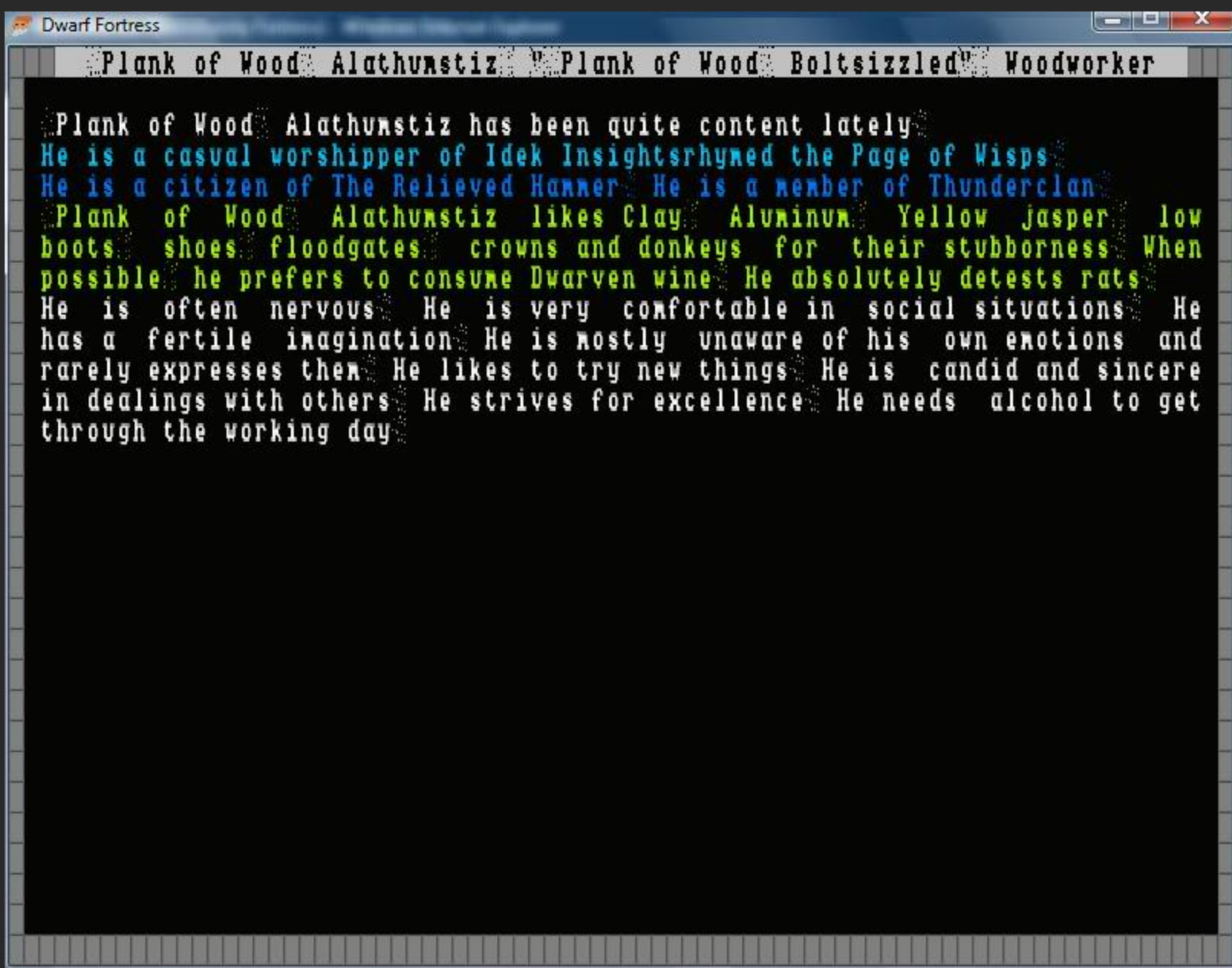
Wok will soon be training with the military starting as an Apprentice until we can either forge or buy some weapons and armor. He looks strong and brave.



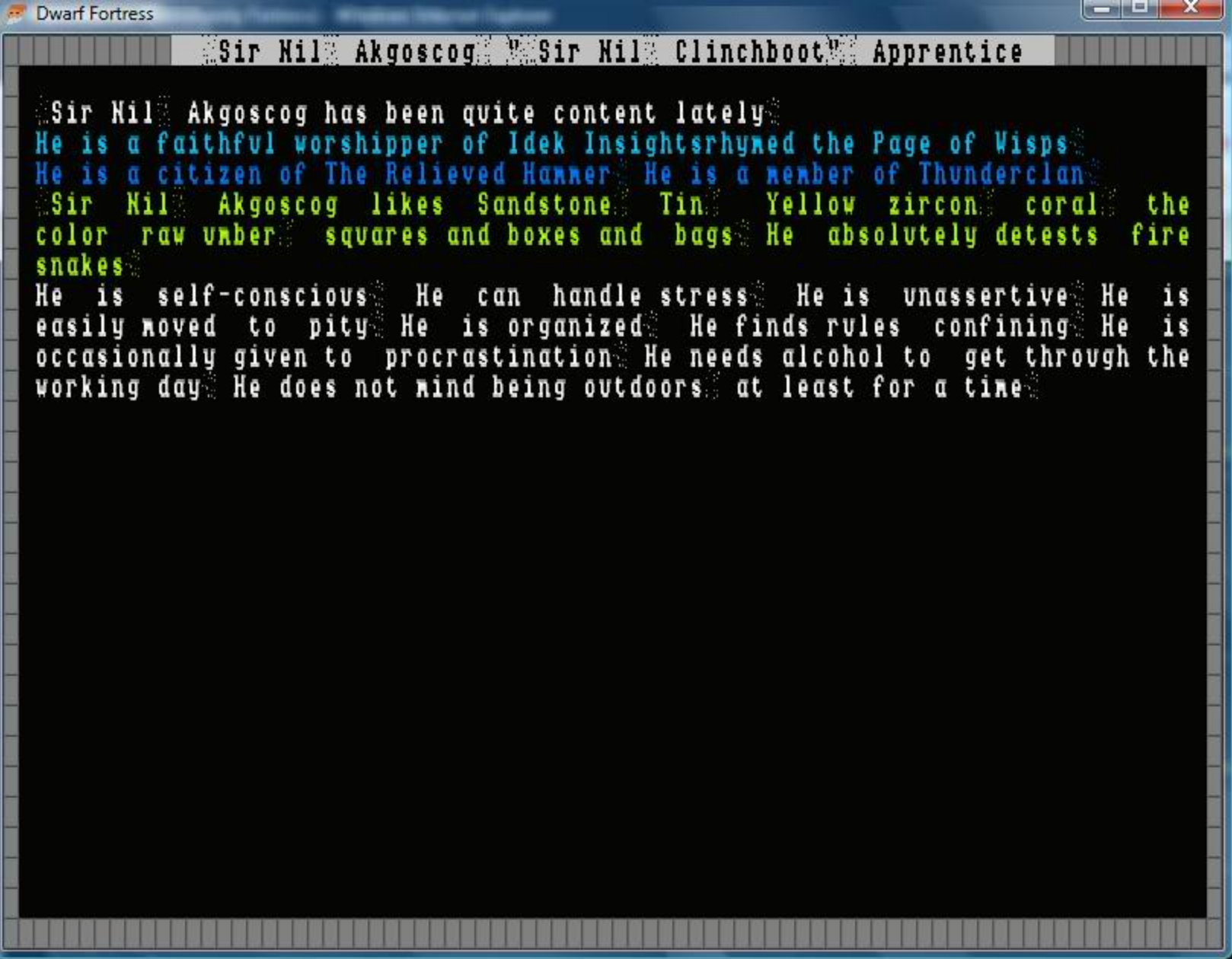
Akhier calls himself a Chaos Lord. Hopefully that chaos can be directed at the Goblins. He arrived with mechanic's tools so I've sent him down to relieve Korgan of those duties.



Legolord came here as a jack of all trades crafts dwarf but I've set him up as our future glassmaker.



This dwarf is certainly named for his profession. Plank of Wood came with his own ax and I sent him to relieve Korgan of woodcutting and carpentry duties so that he could focus on preparing for the wall.



Sir Nil is the second Apprentice of our new army. Hes shown great interest in learning the art of smashing Goblins in the face with a hammer. Since we lack hammers currently he will join Wok in wrestling training.

We have 8 migrants left unclaimed. Don't take the drafted notes as set in stone. If you want one of them to take a civilian job then thats fine.
I believe that only 1 or 2 are male so its better if you either request females or just don't care about gender.

There shouldn't be anymore migrants for a few years so anyone who wants dwarfed in that time will have to take children or one of the 8 free migrants.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 09, 2008, 12:49:49 am**

Fireheart's Journal 13th Slate

I called Korgan and Akheir into my office today to discuss the final plans for the wall that will defend the entrance. Korgan's plans show what I believe to be a perfect solution that will give us a permanent access to the brook without leaving a hole in our defences.

I gave Korgan the go ahead to begin laying the granite and assigned Akhier to assist him. I also assigned Lorbam, a useless worker turned engraver to smooth out the boulders in the path of the wall.

24th Slate

Work continues steadily on the wall and Kornash the miner and Skid the cook/brewer have married. They are the first couple in the fortress. I personally removed the wall that seperated their rooms which should provide plenty of room for any children that show up.

6th Felsite

Akhier rushed into my office today. After he regained his voice he told me that They were putting the last stones in the wall when a group of Troglodytes attacked, cutting Korgan off from the entrance.

I sent him to find Wok and Sir Nil and send them to Korgan's aid. They arrived quickly to see Korgan fall to the blow of a Troglodyte. Rushing in they cleared a space around Korgan and proceeded to beat all 5 Troglodytes to death with Nil getting 2 kills and Wok 3.

They ended the fight as I arrived with Jillian. At first we thought Korgan had gone to join his ancestors but as we carried him back to safety he regained consciousness and discovered that his only wound was a moderate injury to his right arm which healed completely after a few days.

The first part of the wall is complete and the gate was installed by Akhier. In a few days we will start the next part of the defensive plan.

You were lucky Korgan, I thought you were going to be dead or badly wounded for sure. Might be doing the duties of 3 dwarves for a year that saved you.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Glacies** on **December 09, 2008, 01:21:36 am**

I'll take a dwarf.

Orwen (F)/Owen(M)
Mason
He wants to build a tower. A big one.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 09, 2008, 03:10:04 am**

Funny you should mention that...

I actually have an idea for a tower I intend to build in later years.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 09, 2008, 03:26:13 am**

Armok-damned Troglodytes!

I propose a massive genocide against the troglodyteian bastards.

Oh yes, there will be blood...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 09, 2008, 03:45:16 am**

There will be, just want a stronger military first then we'll strike back at the Troglodytes and also eradicate a few fire imps at the same time. No sense taking unneeded losses especially with the Goblins still roaming about.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 09, 2008, 07:52:33 pm**

To get a military strong enough for attacking the troglodytes, all you really have to do is draft your miners. Just look at what to of them did to five trogs'.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 09, 2008, 09:07:44 pm**

Fireheart's Journal 16th Felsite

I summoned Sir Nil and Wok to my office today. When they arrived I gave them orders for hunting down the Troglodytes of the chasm and Imps of the magma then sent them off with a prayer that they would return safely and in one piece.

16th Felsite: Later

Sir Nil struck the first killing blow of the day. He went out with Wok toward the magma pipe when Wok decided now was the perfect time for a nap. He headed back to his room and left Nil alone. Nil came across a lone Imp and charged. The Imp tossed a fireball his way but he dodged it and smashed into the cruel creature, snapping his left leg and right arm on impact. Maimed the Imp tried to drag itself to the safety of the magma but Nil leapt on his back and the creatures flames died before he hit the ground. Nil's only injury was the loss of all the hair from his right arm and leg and a bruise on his left arm.

17th Felsite

Nil and Wok were sent out again after several Troglodytes were sighted to the south of the gate. They made short work of these foes, using their greater speed and strength to break limbs and smash heads in. In total 4 more Trogs fell to their unstoppable rampage.

19th Felsite

Another Imp was killed, this time by Wok. Though he wasn't as lucky as Nil suffering a number of light wounds to his arms, legs and lower body. Even with these injuries he managed to kill the Imp and a Gremlin that crossed his path on the way back. I feel that it will soon be time for their warrior ceremonies.

20th Felsite

Knowing the possibilities that could be had with Troglodyte, Imp and Gremlin bones I gave Newb the go ahead to lead a refuse team out to collect the corpses. They brought back our foes corpses as well as a few charred deer.

21st Felsite

We made Wok into an official warrior today. Of course no ceremony at Flamebanner would be complete without a few dozen barrels of fine Dwarven booze.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir diesalot** on **December 10, 2008, 12:37:44 pm**

Nooooo! My hairy arms! Ah well it could have been worse. I like killing humanoids - their heads smush brilliantly.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 10, 2008, 10:50:22 pm**

Fireheart's Journal 26th Felsite

Wok killed another Imp today. The thing didn't even have time to toss a fireball.

2nd Hematite

We had another ceremony today to make Sir Nil a full warrior. I also gave Akhier orders to set up a few traps outside the gate to deter any thieves.

14th Hematite

I called Korgan and Akhier to my office today. I explained to them that the Metalworkers have been quite upset with the lack of work and forges so I had decided it was time to breach the magma pipe to the south-east. With the distance between the pipe and the fortress we have to plan a nondeadly way of getting the magma over to the fort. Korgan will be responsible for planning the pipeline and Akhier will assist him. I hope to at least have the project started by the end of the year.

15th Hematite

Wok returned from his watch at the gate to inform me that the Humans had arrived. I gathered every available dwarf to haul bins of Newb's mugs to the newly rebuilt depot. The Human liason met me at the gates introducing himself as Idil Dunemasseg.

Our discussion didn't last long. I arranged for Idil to bring us meat, booze, metal and barrels next year and he gave me a list of items his lord would like in return.

3rd Malachite

The Goblins returned today with 3 Wrestlers, 2 Pikegobs and a Hammergob. Wok and Sir Nil didn't even get out of the dining hall before the Human guards had killed all but 1 Wrestler who escaped to the south. I sent out the haulers to collect the Goblins gear. Nil was requesting that I give him the Hammergob's hammer but I told him to wait. Knowing the Goblins that hammer would probably break in a second. I'm going to have it melted down and reforged once the forges are running.

7th Malachite

I discovered today that the Humans were refusing to trade until their last wagon arrived. I sent Wok to look for it and he returned reporting that the wagon was inching its way down from the mountain top.

7th Malachite: Later

I finally gave up on the Human traders. Their wagon has moved about 10 feet since Wok checked them and if we hang about outside any longer something deadly is bound to happen. I motioned Korgan over and whispered my plan in his ear. Walking over to one of the posts supporting the Depot he started working it out from under the ceiling. The merchants exchanged fearful looks as they watched the main support pillar fall and the remaining supports sway. Motioning Korgan to stop before he could remove another pillar I told the merchants that they weren't welcome at Flamebanner any longer this year. They could leave peacefully but their items would be taken as compensation for the time wasted on waiting for their wagon. They didn't look happy and I'm sure Idil will have something to say but we have important work to do now.

If you guys want to do journal entries for your dwarves then feel free. It could only make the story better.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 11, 2008, 11:39:23 am**

Diary of Korgan Razorrivers, 7th of Malachite.

Given some of the stuff that's happened here, it would probably be a good idea to write down how my life is going.

Which is not good. Or, atleast, it could be going an Armok-load better. First I get hit around by a bunch of Armok-damned troglodytes because Fireheart had forgotten to assign proper security while I had gone out to make sure we got, oh I dunno, bloody safe access to the brook! I was lucky I escaped with just a moderate wound to my arm! Then there was the incident today where he had told me to slowly start removing the support pillars over the Trade Depot. While its true the humies were a bunch of slow bastards, it hardly qualifies for getting their head caven in by rocks. Thats never a nice way to go. Also, why the hell is the Trade Depot above ground? Any dwarf with respect for himself would've just dug out a room inside the fort and some ramps leading down there. We don't have to go outside that way and we can annoy the merchants further by having them travel longer, heheh. Besides, thats a lot easier to defend and trap.

On a more positive note, I did get to be in charge of a new project. Securing the magma pipeline. Even better, Wok killed one of the imps, so maybe they'll think twice about attacking us...yeah, right. At any rate, I do so hope to get my hands on some magma-proof stones so I can make some grates for the pipeline. This way, we can keep out any nasty stuff that may be in the magma. Also, I recently got taken off from mechanics duties, since one of the migrants turned out to be a mechanic of sorts, so thats all good. I guess. We do get to work together quite a lot and I guess he's a nice enough guy. Although that self-proclaimed job title of his, Chaos Lord, scares me a bit. I hope thats not chaos involving traps. I'll be keeping an eye on him.

Urgh, I need some wine...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 11, 2008, 08:47:04 pm**

Log of LegoLord, Control Freak

"Well, I can tell this place is new. I've been so busy I haven't had time to take a proper look at the place. Korgan's supposed to be working on a magma pipeline to get us magma furnaces. I took a look at the plans, being a mechanic, and noticed he had grates marked for use. We don't have much in the way of magma-proof stone here though. I think I'll need to point out that fortifications work just as well. Once we have magma, production will go up, and I'll finally have some time to go have a look around and talk to people."

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 11, 2008, 09:42:20 pm**

Log of Wok, first place Warriordwarf

Oh yeah, oh yeah. I'm pumped. So much better than Sir Nil. Nil... hah, they must have named him after how many kills he has! He is nothing compared to the might of the Wok! *crudely drawn image of a dwarf flexing*.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 12, 2008, 12:05:46 am**

Fireheart's Journal 10th Malachite

Vabok, one of our immigrant planters was ambushed by a squad of Goblins while collecting some freshcut wood. He kept his wits about him, knocking a Swordgob into a nearby pond where the foul creature was pulled under by its heavy iron armor. Vabok then fled back into the fortress while the remaining Goblins chased a stray cat.

13th Malachite

Wok and Sir Nil returned from their patrol today to report that the Goblins seem to have left the area. They will most certainly return soon and we'll be ready.

15th Malachite

Korgan completed his plans for the Magma Pipeworks today. As soon as Kornash and myself had looked over it we began digging. The first part was just lenghtening the hallway on the workshop level to make room for the magma shops.

17th Malachite

Started the second part of Korgan's plan today. It involved digging a one dwarf wide tunnel from a point underneath the future workshop to the edge of the pipe.

17th Malachite: Later

Kornash brought a small problem with the pipeline to my attention. Apparently we struck both native silver and kunzite along the tunnel. Kornash's complaint was that if we continue as planned we'll lose access to the ore and gems.

21st Malachite

I decided to suspend the pipeline for a few days to mine out the silver and kunzite veins. Kornash has reported that they are rather large veins but with 2 of us mining and everyone else hauling the material upstairs it should be done in no time.

2nd Limestone

We emptied the ore and gem tunnels of workers and left Korgan and Akhier to wall them off. After a brief meal in the Dining Hall we

resumed the digging of the pipeworks.

We also dug a channel inside the workshop. Korgan's plan is that the magma will flow into the channel and power the forges from below.

12th Limestone

The time has come. We sit with only a tiny bit of rock between us and the firey magma. After ordering Korgan, Akhier and everyone else back to the access tunnel. Konash and I set to the careful work of breaching the pipe without being melted in the ensuing flow. As soon as the magma began dripping through the rock we turned and fled a safe distance down the tunnel. There Kornash activated a mechanism that Akhier had set up for him. It worked simply, just causing a hammer to hit the thinning rock enough to breach the pipe fully. As the molten rock oozed down the tunnel we headed into the acces tunnel and sealed the door, putting several iron bars over it so no Dwarf would accidently open it.

Now we wait.

13th Limestone

The merchants arrived from the Mountainhomes today. We took bins full of Newb's mugs and some of the Goblin junk out to the Depot. Being Dwarves they made excellent time down the mountain. Rakust greeted us warmly and I sent him to wait in my office while I took care of the trading.

I never would have thought useless Goblin junk could bring such good fortune. We managed to trade 3 bins of mugs and 2 of narrow clothes for EVERYTHING they had. A ton of various metal bars, some gems, cages, barrels and meat. I even gave them an extra bin of mugs to increase their profits.

The conversation with Rakust went much the same as last year. I requested more metal, booze and food and he gave me a list of things the Nobles would like to buy from us. Then he left, wishing us luck for the next year. The way he said it makes me think he knows something we don't. I made a note to have a work with Wok and Sir Nil about taking on Apprentices of their own.

20th Limestone

A few Goblins tried to ambush the Depot today. The caravan guards had full bolt quivers though and the Goblins were torn apart. Rakust, our Gemworker narrowly survived the flurry of bolts while running inside.

22nd Limestone

The Guards filled another Ambush full of bolts today.

27th Limestone

We build the forge today in preparation for the magma. Hopefully it won't take much longer to flow into the channel.

Posted on the door of the Dining Hall

Could whoever left their pants in here please collect them from the stockpile. They may come in handy.

Legolord, I don't even want to know why your dwarf is running around the fortress without pants. ???

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 12, 2008, 04:29:31 pm**

:-[It was a prank! Wok pants'd me in the dining hall when I got up to put my turtle shell in the stockpile!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 12, 2008, 05:17:30 pm**

Wok would never do that! If it was Sir Nil he'd do that, to prove his warriorness, but not an innocent evil madman!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 12, 2008, 05:26:35 pm**

Quote from: sonerohi on December 12, 2008, 05:17:30 pm

Wok would never do that! If it was Sir Nil he'd do that, to prove his warriorness, but not an innocent evil madman!

It was Wok, I tell you, Wok! He even signed his name and shouted "Wok did it!"

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 12, 2008, 09:10:03 pm**

Fireheart's Journal, 5th Sandstone

I've recruited Urvad Kadoledan and Vabok Godenzenon into the military and assigned Wok to train Urvad and Sir Nil to train Vabok.

4th Moonstone

Urvad and Vabok were made Warriors today. Sir Nil and Wok were proud to see their hard work pay off. Having a military of 4 should make the Goblins fear us even more when they return.

10th Moonstone

Newb organized a party in the Dining Hall today. Looks like a few romances were started today.

6th Opal

Legolord rushed into my office today while I was going over some work orders for statues and furniture. After he caught his breath he told me that he had been in the magma workshops setting up some new tools Akhier had created when he was burned by a furnace. It took me a few moments to get what he was saying. If he'd been burned that meant the furnaces were hot which meant the magma had finally reached the channel. I sent him to find Sarek, Kadol and Zane while I rushed upstairs to the workshop. I arrived to the beautiful sight of flames burning brightly in the furnaces of the Forge, Smelter and Glassworks. Sarek and the other smiths showed showed up a moment later carrying their tools. The smiths seemed to brighten up greatly at the prospect of work. Sarek will be the first to use the new forges to create weapons and armor for Wok and Sir Nil.

Guys, now that we have the magma shops going I'll take any requests you guys have for your dwarves rooms. Every dwarf has 3 free spaces left in their rooms for items at the moment.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 12, 2008, 10:00:01 pm**

Wok would like any sort of instrument, stone, wood, metal, what have you; to be made in the honor of the military.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 12, 2008, 10:44:07 pm**

"I would like a cinnabar lever in my room, as well as a glass coffer and a glass cabinet."

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 12, 2008, 10:49:04 pm**

Legolord: The lever will have to wait until I can order some cinnabar from the dwarf merchants but the glass items will be easy as long as you don't mind green glass.

Wok: Easy, only right to make it out of iron taken from the Goblins in battle

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 13, 2008, 08:56:00 am**

Korgan needs a glass cabinet, glass box and....hmm...Iron statue of himself, in all his dwarfness. Yeah.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 13, 2008, 04:21:11 pm**

I'll try and post some shots of the bedrooms with the next update.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 13, 2008, 05:56:23 pm**

Sorry for this poor update. The original was lost in a computer error.

Fireheart's Journal 8th Opal

I gave orders for Zaneg to begin melting down ore and Goblin junk for bars today. Legolord and Korgan came to me with requests for items in their quarters which were granted.

11th Opal

Skid had a son which she and Korgan have named Ushat Lancejewels.

8th Obsidian

Korgan's statue was unveiled today. Its a beautiful piece, capturing Korgan fighting Troglodytes while building the wall in well-crafted iron. The base has bands of Clear Zircon around it while his tools are carved from Morganite. The thing is also covered with spikes made from Cherry Opal, Resin Opal, Milk Opal and Kunzite. Not really sure why they chose that moment to preserve but Korgan seems to like it though that might be because its currently the most expensive statue in the fortress and its all his.

I also lost the pictures I was going to put here so they will be in the next update.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 13, 2008, 11:14:34 pm**

jeeze guys, am I the only one without an over-inflated dwarf-ego? All I wanted for dwarfmas was an instrument, but you guys... way to take advantage of thunder's good nature.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 14, 2008, 12:28:04 am**

Not like I don't have an unlimited supply of sand for green glass.

Fireheart's Journal 15th Granite

Sir Nil sighted the Elves while on patrol today and gave them an escort to the Depot where we were already waiting with our bins of goods. I recognized one of the 3 merchants from last years caravan. She introduced herself as Amu Amalaeri and told us that she had seen personally to our request for useful items.

She was true to her word. We traded the last of Newb's mugs for several dozen barrels of booze and empty barrels, cages and a number of caged animals. We got a Jaguar, Fox, Groundhog, Rhesus Macque and Muskox.

Amu seemed very pleased with the profit she had made and promised to return with more useful goods next year.

3rd Slate

We celebrated the wedding of Korgan and Newb today. Several dozen barrels of Rum and Strawberry Wine were brought up from the storerooms to celebrate.

6th Slate

Sir Nil had the honor of recieving his armor and hammer fresh off of Sarek's forge today. He immedietly set about knocking Wok, Urvad and Vabok around.

17th Slate

In light of the number of animals sitting uselessly in cages Korgan came up with the idea to dig out a breeding ground for them all. From the plans it appears to be a large section of dug out stone with several areas sectioned off for different animals. It sounds like a good plan and if it works could supply us with a steady supply of bone, leather and meat.

7th Felsite

Wok reported to Sarek today to recieve his armor and the first of several swords to come off the forges. Wok might be able to win against Nil's hammer now.

I'm hoping we'll have more married couples soon. We have something like 4 different sets of Lovers.

Anyway as promised I've included a few shots of the fortress of Flamebanner.

Spoiler (click to show/hide)



The entrance of Flamebanner. To get any further you have to pass the barracks where Nil and Wok are costantly training with their former Apprentices.



The heart of Flamebanner's fire is the stockpile and workshop level. Here our craftsman create works of art for both decoration and battle.



A section of the bedrooms. The Dining Hall is just down the hall and is also the major party room of Flamebanner.

That concludes our short tour of Flamebanner. The tombs are further down but I didn't bother with them because theres nothing but coffins down there because no one has died yet. Or even been seriously injured.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 14, 2008, 02:40:25 pm**

Just you wait, my characters always manage to die somehow. It usually involves causing a tantrum spiral and severe amounts of blood being spilled.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 14, 2008, 04:08:53 pm**

Considering you're military you'll probably die in glorious battle. And I don't think a tantrum would last more then a second in this place.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 14, 2008, 09:37:28 pm**

Fireheart's Journal 1st Hematite

We worked out some improvements to the new breeding center. We discovered that leaving the animals lose and the doors sealed made it impossible to enter the pens. We opened the doors and rushed in to attach ropes to the walls then attaching the animals to them. They can still breed but can't escape. We also spent several hours trying to track down the groundhog which we returned to its pen.

We also added pens for the dogs and stray cats.

11th Hematite

Idil Dunemasseg returned with the Human merchants today.

The Humans seemed ecstatic once the trading was finished. We managed to trade a bunch of useless blood smeared Goblin sized clothes for a ton of metal bars, barrels and alcohol.

I had a long discussion with Idil about next years caravan. Finally we agreed that Idil would bring us more metal, meat, alcohol and barrels while we would stock up on the Goblin junk they seem to love so much.

16th Hematite

The Human guards killed another 7 Goblin ambushers today. Wok and Sir Nil were busy partying in the Dining Hall and missed the fight.

25th Hematite

The military regained its honor after missing so many ambushes. 7 Goblins attacked from the hills above our walls. 4 Hammergobs and 2 Wrestlers led by an Elite Crossbowgob. Sir Nil led the charge with a warcry smashing a hammergob with his hammer so hard he flew several yards away from the cliff and into the courtyard where his broken form narrowly missed Plank. Nil proceeded to smash another hammergob's head in and catch another in the chest with the backswing. Meanwhile Urvad had tied a Wrestler into painful knots and tossed him off the cliff. Nil blocked a hammerblow with his shield and smashed the attacker's legs from under him. Nil finished the second wrestler with his shield while Urvad held him down. Nil was to busy to notice the Crossbowgob taking aim at his back and would likely have been seriously injured if it wasn't for Wok. He managed to slice the Goblin's crossbow arm off at the elbow and slit his throat with another slice.

The final tally was:

Wok: 1 kills
Sir Nil: 5 kills
Urvad: 1 kill
Vabok: 0 kills

I'm definitely going to look into making the Goblins a bit tougher and the Humans weaker. Probably by changing size and damage block.

Anyway don't forget that journal entries from other points of view are greatly welcomed.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir diesalot** on **December 15, 2008, 12:19:54 pm**

Journal of Sir Nil:

Ah I love a good fight, its either the rush you get when behind that shield or the crunching noises of goblin bones followed by their screams of shock and pain. Yep all the things you get used to when you're a hardened battle veteran, unlike the rest of those pansies, last fight I did pretty much all of the work while everyone else slacked off, but I have to hand it to Wok if it wasnt for him i could be dead to a goblinpincushion maker.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 15, 2008, 03:59:38 pm**

Diary of Korgan Razorrivers, recently wed:

I'm...I'm not quite sure how this happened. I got wedded with Newb. Everything is fuzzy before Newb offered me that drink. Now, I'm standing here in my room, looking at a quite magnificent statue of myself, encrusted with all kinds of jewels, and I'm now a husband. To Newb.

I'm going to have to search for meaning of all this in the bottom of a very deep Dwarven Wine barrel.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Skid** on **December 15, 2008, 04:07:25 pm**

Instead of an item request could I get a few levels of wrestling training?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 15, 2008, 05:25:03 pm**

Skid: Thats a simple request, especially since the storerooms are filled to bursting with food and booze anyway so you're out of work right now. Just have to keep a close eye on you so you don't try sneaking into the Elite Non-Workers.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **DFNewb** on **December 15, 2008, 08:59:04 pm**

Quote from: Mad Larks on December 15, 2008, 03:59:38 pm

Diary of Korgan Razorrivers, recently wed:

I'm...I'm not quite sure how this happened. I got wedded with Newb. Everything is fuzzy before Newb offered me that drink. Now, I'm standing here in my room, looking at a quite magnificent statue of myself, encrusted with all kinds of jewels, and I'm now a husband. To Newb.

I'm going to have to search for meaning of all this in the bottom of a very deep Dwarven Wine barrel.

I laughed so hard at this part
Also can Newb become a swords dwarf with a obsidian short sword?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 15, 2008, 09:20:01 pm**

That seems reasonable since we have obsidian and you're more or less out of work with all the Goblin junk in the storerooms.

Hoping to be able to play enough for another update in a few hours.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 15, 2008, 10:35:01 pm**

Wait, I just sliced an arm and a head off? I'd like to request a change in my profession name so that it'll read Wok Decapitator. If it's ok with you of course. Take that Nil, you may have more kills and probably more experience, but I kill cooler.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 15, 2008, 11:01:33 pm**

One head does not a Decapitator make. Manage that a few more times and I'll grant the title.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 15, 2008, 11:13:01 pm**

I found this interesting.

Our Gemworker Rakust Salvedabble worships Rab, a male god of volcanos, earth and mountains. That god is a Hoary Marmot

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 15, 2008, 11:42:52 pm**

I would like to claim one of the new immigrants!

Name: Barbarossa
Profession: Grabador Raro (the freaky engraver)
Actual Job: Engraving.

this would be my first community fortress, so i may not be wise enough in the ways of the force(tress) as of yet.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 15, 2008, 11:50:16 pm**

That makes me feel really good that a newcomer would pick Flamebanner over one of the more established community games.

Barbarossa, if you don't mind having a female engraver I can give you the current one. Otherwise you'll be waiting until the 1 child in the fortress grows up since there won't be more migrants until I raise the cap in a couple of game years.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 16, 2008, 02:43:33 am**

I think you'll like this update Wok ;D

Fireheart's Journal 19th Malachite

Sarek threw a party in the Dining Hall today. While I like that everyone is enjoying themselves we can't have parties all the time. After a couple hours I went down and broke it up.

1st Galena

A snatcher tried to get in today but was given a smashed head courtesy of Sir Nil.

10th Galena

Newb and Skid both came to me requesting a temporary assignment to the military as they wanted to be ready in case of invasion. I agreed and told them to report to Wok and Sir Nil in the morning.

11th Galena

Skid and Newb started training today. They quickly grasped the basics of wrestling and Newb has shown interest in learning the ways of the sword. I promised to have Sarek forge one for her as soon as all the current forge work is completed.

14th Galena

Skid withdrew from the military after gaining some skill in Wrestling to defend her son and friends with. I also took Newb out of training because of the need for more crafts for the caravan.

Also Plank threw a party which I allowed to conclude on its own.

26th Galena

I added a couple of full suits of Iron armor to Sarek's job list. I wanted Urvad and Vabok armored before Nil or Wok hurt them...much.

1st Limestone

I sent Akhier out to lay cages near the brook as I want to capture a couple of the wandering Deer for the breeding center.

4th Limestone

I finally got around to sending Sir Nil out with Urvad to locate and patrol the chasm that hides in our territory. They returned with a great deal of news. First of all they had found the chasm to the north, just past the source of our brook. They patrolled as much as they could before it vanished into the rock and saw no dangerous creatures at all. Most importantly they did find dozens of Cave Spiders spinning silk webs all around the edges of the chasm. This will be useful as I want a supply of silk cloth available in Flamebanner.

5th Limestone

I stopped to watch the sparring of Sir Nil, Wok, Urvad and Vabok today and witnessed a horrible event. Sir Nil and Vabok were facing off and Nil brought his hammer down with such force that it dented Vabok's shield and smacked into his back with a sickening sound. Upon examination it was found that Nil's hammer had injured Vabok's spine. He's sworn off sparring completely now and I hope the decision won't cost him his life.

In happier news Akhier married Orwen today and had a party to celebrate.

9th Limestone

Rakust was spotted to the south leading the Dwarf Caravan from Noramnil.

I was angered by the fact that the caravan guards killed the Deer I had wanted to capture. I must have a word with Rakust about controlling his soldiers.

I requested the usual meat, booze, barrels, gems and metal.

12th Limestone

Wok managed to wound Sir Nil with a slight gash to his forehead and left arm in sparring today.

17th Limestone

I am sick of having to watch wagons find their way around trees. I summoned Korgan and asked him to make plans for a road to go from the gates to the edge of our territory.

The wagons arrived while I spoke to Korgan and Orwen did the trading. She got all the metal, meat, barrels and booze and a caged cow for the Goblin junk.

20th Limestone

Some Goblins thought they could sneak in but one of them stepped on the tail of one of Sarek's cats. As the civilians ran for cover we saw the blade of a Swordgob followed by 2 hammers and a couple Wrestlers. The army ran to the gates with weapons ready.

Nil smashed his hammer right through a Wrestler's chest but took a fist to his helm as the foul creature fell, knocking him senseless for a few moments.

Wok had meanwhile been chopping limbs off the other Goblins as he fought to protect an uncouncious Vabok. He parried a hammer blow with his shield and slice the other Wrestler's head off. He then proceeded to slice off both the Hammergob's arms before beheading him. Urvad was laying facedown in the grass with the Swordgob shouting gibberish warcry as he kicked the fallen warrior with his feet. Wok charged the Goblin preparing to run him through with his blade but the Goblin parried the thrust and broke into a full on duel with Wok. One would try a move and the other would block it. Finally Wok managed to back the Swordgob against the wall and knock his sword into the air. Grabbing it as it returned to earth he removed the creatures head with a single slice from each blade.

During this time Urvad regained consiousness and was making his way inside to his room. Nil followed, supporting the still uncouncious Vabok while Wok collected the heads of his 4 latest kills.

21st Limestone

We held a ceremony today to recognize 3 dwarves who I felt had earned titles through their defense of the fortress. Every one was there as I awarded the titles and a barrel of rum to each Dwarf.

Wok became Wok Daleletters The Elder Hide of Doctrines: Decapitator
Sir Nil became Sir Nil Clinchboot The Barricaded Heathers of Tracking
and finally I rewarded Kornash's victory over our first invaders with the name Kornash Mansionbrims The Perplexing Iron

You really didn't kid about wanting to be a Decapitator did you Wok? You definetly earned it.

Newb: I'll put you back on military duty once you're for sure not needed in ther craftshop.

Skid: I got you up to Adept Wrestling, hope thats good enough for you.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 16, 2008, 09:14:24 am**

sounds okay to me. maybe Barbarossa could turn out to be a marksdwarf with some hammer training. (so that the bow becomes a good melee weapon as well.)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 16, 2008, 04:37:32 pm**

What can I say thunder? I do work on them goblins.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **December 16, 2008, 05:18:28 pm**

I would also like a custom profession: Decimator. Hehe Wok now we are even in names :P.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 16, 2008, 05:54:44 pm**

Well Nil, lets leave who the better soldier is to how large a pile of heads they've colle- oh wait, you have kills, not heads. hehehehehehehe

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 17, 2008, 06:29:38 pm**

Fireheart's Journal 26th Limestone

A stray kitten was ambushed by Goblins today. The idiots stopped to kill the poor creature before charging the gates giving Wok and Sir Nil time to arrive.

4 wrestlers and a guard rushed them and were almost instantly executed. Sir Nil smashing the wrestlers heads, limbs or chests with his hammer while Wok cut the guard down surprisingly with his head still attatched but minus a few limbs. As they proceeded to take take trophys or clean weapons another group blundered into them.

This group consisted of a guard, wrestler and 3 macegobs who seemed very surprised to see the Warriors. This surprise cost the guard and wrestler their lives as Vabok, our spine injured, never killed even a bug before soldier grabbed and tossed them both into the nearest pool of water to drown.

While this occured Wok was engaged in a deadly dance with the macegobs. His sword flashing and lopping off pieces or sinking into putrid green flesh. After the blood and dust cleared Wok was standing with 2 more heads for his collection and another goblin in pieces at his feet.

In total Wok got 4 kills as did Sir Nil and Vabok finally scored 2 kills.

7th Sandstone

We had another small ceremony today to name Sir Nil Decimator.

19th Sandstone

A thief tried to sneak in and was torn to shreds by Wok

25th Sandstone

Skid served up meals made from minced camel milk for dinner today. I'm not sure I want to know how she managed to cut *MILK*.

28th Sandstone

Lorbam our engraver came to me wishing to change her name. I allowed it and she is now known as Barbarossa.

9th Timber

Skid gave birth to another boy today which she named Mosus Dwelledcloister

13th Timber

Granted Wok's request for an instrument to celebrate the army. It was made of iron and was covered with spikes of green glass and kunzite, bands of resin opal rings of clear zircon and a incredibly detailed picture of a mountain in fire agate.

A snatcher was also killed by Plank today.

5th Opal

Newb gave birth to a boy today. She named him Iton Brainarrows.

13th Opal

I had Wok and Sir Nil turn in their weapons for decorating today. They deserve some nicer weapons.

22nd Opal

The weapons were returned with many bones added in recognition of their many kills.

Nil's hammer was covered in twisting designs made from rainbow trout bone.

Wok's Sword was had the same designs in one humped camel bone and rainbow trout bone. Also bands of antman bone around the hilt, hanging rings of giant mole bone and some wicked looking spikes from Goblin bone and Fire Imp bone.

26th Opal

We've had a rash of Raccoon thefts lately. Only Goblin Junk though so its not a big problem considering how much junk the Goblins *give* us.

2nd Obsidian

Another marriage. This time Vabok, our leatherworker and Legolord married.

Nil, I don't know why it wouldn't add more decoration to your hammer but you got 1 decoration anyway.

Also I'm rather annoyed that we have not gotten a mood yet.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 17, 2008, 06:34:46 pm**

"AHHHHHHHHHHH!!!!!! HOW COULD THIS HAPPEN I AM EVIL WHAT WHAT WHAT?!?!?!?"

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 17, 2008, 07:02:27 pm**

Quote from: thunderclan on December 17, 2008, 06:29:38 pm
Lorbam our engraver came to me wishing to change **his** name. I allowed it and **she** is now known as Barbarossa.

if it was a he before, why change it?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 17, 2008, 07:21:40 pm**

Quote from: thunderclan on December 17, 2008, 06:29:38 pm
5th Opal
Newb gave birth to a boy today. She named him Iton Brainarrows.

I humbly request that you change the profession name of that kid to "Wielder of Mindbullets."

And that he becomes a Marksdwarf when he grows up.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 17, 2008, 07:33:16 pm**

Quote from: Mad Larks on December 17, 2008, 07:21:40 pm
Quote from: thunderclan on December 17, 2008, 06:29:38 pm
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I humbly request that you change the profession name of that kid to "Wielder of Mindbullets."

And that he becomes a Marksdwarf when he grows up.

Hey, on that subject, could LegoLord's first born be named Maxwell? His proffesion name should be "Fat Lazy Dwarf," after my cat (although my cat's a fat lazy cat, not a fat lazy dwarf).

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 17, 2008, 07:47:14 pm**

Quote from: Barbarossa the Seal God on December 17, 2008, 07:02:27 pm
Quote from: thunderclan on December 17, 2008, 06:29:38 pm
Lorbam our engraver came to me wishing to change **his** name. I allowed it and **she** is now known as Barbarossa.

if it was a he before, why change it?

Thanks for pointing out the typo. Your dwarf has always been a she and always will be a she.

Mad Larks: Got that request marked down.

Legolord: I think I can do that. Maybe I'll set him up as the healer or something so he can be lazy all day since no one seems to get hurt here.

[/quote]
Hey, on that subject, could LegoLord's first born be named Maxwell? His proffesion name should be "Fat Lazy Dwarf," after my cat (although my cat's a fat lazy cat, not a fat lazy dwarf).
[/quote]

Why not a fat lazy dwarf cat?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 17, 2008, 08:04:58 pm**

I say you should refer to her as he, unless he gets married ;)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 17, 2008, 08:13:28 pm**

Don't confuse me. I'm perfectly capable of doing that on my own. :)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **December 17, 2008, 11:13:29 pm**

Oh, can I get an axedwarf named Hawkfrost?

Hehe, I see I'm not the only Warrior's fan here.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 17, 2008, 11:16:53 pm**

Quote from: Hawkfrost on December 17, 2008, 11:13:29 pm
Oh, can I get an axedwarf named Hawkfrost?

Hehe, I see I'm not the only Warrior's fan here.

Got that right ;D

And your request is noted.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 18, 2008, 12:48:26 am**

I wonder what kind of sick and twisted doodles my dwarf is making right now. I know engraving isn't that important, but it sure makes for some high rent!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 18, 2008, 01:07:05 am**

I actually haven't started engraving yet. I always wait until my Engraver is Legendary first.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 18, 2008, 09:19:09 am**

how does an engraver become legendary without engraving? :P

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 18, 2008, 11:31:20 am**

By smoothing the the walls and floors of the fortress.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 18, 2008, 06:55:07 pm**

A very small update today

Fireheart's Journal 2nd Obsidian

Urvad came to me today to request a name change. He will now be known as Hawkfrost.

9th Obsidian

To celebrate his new name I had Sarek create a weapon for Hawkfrost. What he came up with was a beautiful battleax made from steel with the trout bone decoations that seem popular with our craftsddwarves.

21st Obsidian

We started construction of our road today. Korgan, Kornash and Orwen are working together on this project which includes a bridge over the brook. The entire thing is being made from limestone.

14th Granite

The Elves returned again. I ordered our bins of Goblin Junk up to the Depot and we watched them pick their way down the mountain.

We got another good haul. Traded Goblin junk for cages, barrels, alcohol, berrie and seeds, a muskox, 2 groundhogs and a dog in cages. The merchants were ecstatic with the profit they made this year.

19th Granite

The final piece of limestone has been laid on the road and the bridge extends in a graceful arc over the brook.

I have also given orders for a large area to the west of the fortress gates to be cleared and smoothed. I don't yet know what we will build there but its to good a location to pass up.

I'm open to any ideas for what to build here. Every idea will be considered no matter how strange or downright silly.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 18, 2008, 07:22:57 pm**

Build a giant building in the shape of a Lego Brick.

Do it, do it, do it . . .

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 18, 2008, 08:38:33 pm**

Here's an idea for you...

Step 1: make that area into a ginormigantic tower, 2+ z-levels higher than your fortress's mountain.

Step 2: make a similar tower on top of your mountain

Step 3: make a narrow catwalk between the two, guarded by ballistae batteries and the like.

Step 4: add a drawbridge to the main gate that forces invaders to ascend the massive multi-z-level labyrinth of pain!

Alternatively, turn it into a resort hotel for notable (note: not noble) dwarves. add a 4/7 swimming pool, kitchens, everything.

and make barbarossa add decoration? :P

Title: **Re: Flamebanner (Community Fortress)**

Post by: **LegoLord** on **December 18, 2008, 09:29:42 pm**

Quote from: Barbarossa the Seal God on December 18, 2008, 08:38:33 pm

Here's an idea for you...

Step 1: make that area into a ginormigantic tower, 2+ z-levels higher than your fortress's mountain.

Step 2: make a similar tower on top of your mountain

Step 3: make a narrow catwalk between the two, guarded by ballistae batteries and the like.

Step 4: add a drawbridge to the main gate that forces invaders to ascend the massive multi-z-level labyrinth of pain!

Alternatively, turn it into a resort hotel for notable (note: not noble) dwarves. add a 4/7 swimming pool, kitchens, everything.

and make barbarossa add decoration? :P

And do to those towers what I originally suggested! It would look awesome in a 3D visualizer.

Title: **Re: Flamebanner (Community Fortress)**

Post by: **Heron TSG** on **December 19, 2008, 12:40:52 am**

hmm, balconies with clear glass windows instead of the raised squares on a lego cube? this could be EPIC!

Title: **Re: Flamebanner (Community Fortress)**

Post by: **Hawkfrost** on **December 19, 2008, 02:43:16 pm**

Build a gigantic tree out of stone, with trunk and branches a different colour than the leaves.

Make it the center of a meeting area.

Add a way for the leader of the fort to reach a low branch, so that he may perch above the others when it is time for a Gathering.

Title: **Re: Flamebanner (Community Fortress)**

Post by: **Mad Larks** on **December 19, 2008, 04:48:52 pm**

A tree? What kind of hippy crap is that?!

I second the motion for a dwarven hotel. Even better, give it a waterslide. Somehow.

Title: **Re: Flamebanner (Community Fortress)**

Post by: **LegoLord** on **December 19, 2008, 05:18:04 pm**

Quote from: Mad Larks on December 19, 2008, 04:48:52 pm

A tree? What kind of hippy crap is that?!

I second the motion for a dwarven hotel. Even better, give it a waterslide. Somehow.

That's easy! Just dig out a tunnel with a pump at one end, drop a dwarf in, and start pumping!

Title: **Re: Flamebanner (Community Fortress)**

Post by: **Heron TSG** on **December 19, 2008, 08:27:37 pm**

course, you could only have it as 4/7 water, unless the tunnel is short.

maybe use this design?

http://www.dwarffortresswiki.net/index.php/Bedroom_design#THLawrence.27s_Living_Pods

(http://www.dwarffortresswiki.net/index.php/Bedroom_design#THLawrence.27s_Living_Pods)

only you'd need 2 lobby levels, with the lower one being the poolhouse.

Title: **Re: Flamebanner (Community Fortress)**

Post by: **Hawkfrost** on **December 19, 2008, 09:23:33 pm**

Quote from: Mad Larks on December 19, 2008, 04:48:52 pm

A tree? What kind of hippy crap is that?!

I second the motion for a dwarven hotel. Even better, give it a waterslide. Somehow.

In Warriors every moon they meet at Fourtrees for a Gathering.

Its something I've always wanted to make, but too lazy to build.

Title: **Re: Flamebanner (Community Fortress)**

Post by: **Heron TSG** on **December 20, 2008, 09:36:34 am**

still sounds a bit hippytastic. can we give the tree a magma fountain?

if not, can we turn the pool into a hot spring? :P

Title: **Re: Flamebanner (Community Fortress)**

Post by: **LegoLord** on **December 20, 2008, 09:40:13 am**

Quote from: Barbarossa the Seal God on December 20, 2008, 09:36:34 am

still sounds a bit hippytastic. can we give the tree a magma fountain?

laughs manically

That is a very dwarven way of thinking.

Title: **Re: Flamebanner (Community Fortress)**

Post by: **Hawkfrost** on **December 20, 2008, 01:21:06 pm**

Quote from: Barbarossa the Seal God on December 20, 2008, 09:36:34 am

still sounds a bit hippytastic. can we give the tree a magma fountain?
if not, can we turn the pool into a hot spring? :P

I agree with this wholeheartedly.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 20, 2008, 01:45:24 pm**

Many good ideas and the area might be big enough for both the Dwarven Hotel and the Gathering Tree. And with the threat of power outages mostly gone I can actually work out the design and order supplies from the Mountainhomes.

I'll post later with the first update of the Grand Project

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 20, 2008, 02:13:22 pm**

Neato! too bad i'll be gone for the next 5-6 days. i may or may not come on randomly though. good luck, clan of thunder!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 21, 2008, 09:53:33 pm**

Fireheart's Journal 16th Slate

Jillian and Sarek were married today. The future of Flamebanner grows brighter with each ceremony we hold.

12th Hematite

The Humans arrived today, their wagons weighed down by goods.

I put in the usual order for metal bars, food and alcohol and traded for those items and a couple bins of jaguar and leopard leather.

10th Malachite

I joined Kornash in an expedition into the hills today to dig more supplies from the rocky mountainside. We found huge veins of Gold, Silver, Clear Zircon and Resin Opal in addition to Malachite, Calcite, Sphalerite and Garnerite.

1st Limestone

Orwen gave birth to a girl who she named Reg Wallfield.

10th Limestone

Terrible events struck today.

The merchants from the Mountainhomes arrived today. Shortly after they were sighted Goblins ambushed. 3 Wrestlers and 2 Crossbowgobs were crushed by the caravan guards.

15th Limestone

We were waiting on a slow wagon when the Goblins struck again. 2 squads made up of 8 Hammergobs, 2 Wrestlers, a Swordgob and a Guard jumped out of hiding and slaughtered the straggling merchant.

The surviving merchants who were already safe within our walls immedietly fled to the south with their guards on their heels. The cowards aren't worthy of being called Dwarves.

I ordered everyone inside and had the gates sealed. Only Wok and Hawkfrost were at their stations outside the gates. The Goblins came down into the deserted construction site and were promptly engaged by Hawkfrost. His lack of skill with the axe didn't prevent him from rending the arms and legs from 5 Goblins before they could even lift a shield in defense. The morale of the remaining Goblins was broken and they fled back into the hillswhile Hawkfrost stayed to finish the 5 he had wounded. Wok didn't even try to help his squadmate and stood in the middle of the building site polishing his sword.

While Hawkfrost's battle raged I met with out Liason and requested stone blocks, metal, boze and food to aid out building efforts.

19th Limestone

2 Lashers a Guard and 2 Wrestlers were discovered by one of Sarek's cats who was caught outside when the gates closed. The feline was apparently caused quite a scare as the Goblins vanished back into the hills without advancing.

23rd Limestone

With our territory safe from intruders once more I ordered the gates opened and we rushed out into the fresh air. The mood was only slightly ruined by the noise of several Dwarves vomiting upon feeling the sun on their faces.

The civilians went out to collect the Goblin's equipment and finish hauling the new building material inside.

Hawkfrost was hailed as a hero for his defence of the fortress. Wok was reprimanded for his failure to aid his squadmate in battle. We found Sir Nil and Vabok passed out drunk in a corner of the Dining Hall. I can't deny a fellow Dwarf his booze but I warned them that if it happened again there would be serious consequences.

After a period of mourning our dead brethren we carried Kib Duthnurezum: Merchant into the tombs. He drinks with our ancestors tonight.

Well, that was quite an exciting time. I got nothing done on the Grand Project except for adding floor where there weren't any then removing them so I could build the walls once I had the materials.

A couple things I did notice for future reference:

Legolord: I have NO access to Cinnabar so your lever request is impossible.

Hawkfrost: I only just noticed that your Dwarf is female. Hopefully thats not a problem since its a bit late to change things now that you've gained fame in battle.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 21, 2008, 10:16:05 pm**

No cinnabar? Dang. How about a calcite lever?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 21, 2008, 10:43:47 pm**

That I can do ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **December 21, 2008, 10:54:09 pm**

Wow, five kills already.
I have no problem with having a female dwarf, so its no trouble.

When I started reading it I was dreading that Hawkfrost would die in her first fight, its a relief that she did so well.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 21, 2008, 10:57:22 pm**

Esspecially since she was the only one fighting

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 22, 2008, 08:05:48 pm**

Fireheart's Journal 23rd Limestone

We began work on a Grand Project today. Orwen is in charge with Kornash, Korgan, Akhier, Barbarossa, Zaneg and Legolord under her orders.

We began with an extension to the defensive wall so that we can work in safety. Felsite is being used for its abundance in our territory.

Spoiler (click to show/hide)



1st Timber

The construction site has been surrounded by walls and Kornash began digging out the lobby, including a couple of staircases and halls leading off the remaining 2 sides.

Spoiler (click to show/hide)



13th Timber

We began work on the floor above the lobby which according to Orwen's plans will be the start of the suites.

Spoiler (click to show/hide)



She also set Zaneɡ to smelting gold and silver and melting Goblin iron so this will obviously be a metal intensive project.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 23, 2008, 05:46:58 pm**

Fireheart's Journal 26th Timber

Our numbers swelled once more today with a double birth.

First Skid gave birth to a boy who she named Kol Woundseers and shortly after that Newb gave birth to a boy who was given the name Sodel Sanctumtours. I swear if we didn't have so many children looking after the babies nothing would get done around here.

Work continues on the Grand Project. We've dug out another level under the lobby and Barbarossa smoothed down the walls. We also dug out the first 2 suites which will house the worthy dwarves.

9th Moonstone

The Leatherworker Vabok gave birth to a boy today. She named him Urdim Longfenced.

16th Moonstone

We completed a project today. For monthes we've been working on building a repository of knowledge. We bought dozens of bins of books off merchants from the Humans and Mountainhomes. The Library of Flamebanner opened to the great joy of the populace.

[Spoiler](#) (click to show/hide)



I had Barbarossa engrave every inch of floors and wall he could reach. He did a wonderful job and many of us spent hours admiring the variety of the pictures.

The majority of the engravings were of my own ascension to leadership, our journey from the Mountainhomes, many engravings of our warriors killing Goblins including a few rather grisly depictions of Wok severing heads. For some reason Barbarossa thought it would be a good idea to engrave a window in the floor as well.

17th Moonstone

We set up the kitchens and stills in the lower levels of the Grand Project today. We have yet to bring in the cooking implements but the workspaces are ready.

6th Opal

Orwen has shown us another of her plans today. This time for a shining gate made out of solid gold protecting the entrance to the Grand Project. The masons spent several days moving bars to the site but they finished the first level of the gatehouse.

[Spoiler](#) (click to show/hide)



22nd Opal

Jillian gave birth to a girl today. She named her Iden Nourishtower.

We have 8 kids running around now which brings us to 27 total dwarves.

Also I'm getting rather sick of calling the hotel the Grand Project so if anyone has an idea for an actual name just post it here.

And there are still lots of Dwarves up for grabs if anyone is interested.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **December 23, 2008, 07:34:55 pm**

The Lego Hotel. It is going to be shaped like a 2x4 brick, right? Or am I mistaken?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 23, 2008, 07:41:51 pm**

The brick is going to be part of it, but won't be housing the entire place. Unless I can figure out some fancy carving plans.

Its my first time making anything megaproject worthy so its a SLOW process of experimenting with different ideas and savescumming when they either collapse or kill somebody. I've already had about half the Dwarves in Flamebanner die at least once from an experiment gone wrong.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 26, 2008, 08:39:39 pm**

back! looks like the hotel is going well! May i request a suite for Barbarossa? maybe you could bring food there too, so that my dwarf would never stop carving windows into floors!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 26, 2008, 10:36:30 pm**

I've already installed a couple kitchens and stills and am planning to put a small cellar under them.

You'll more likely then not have a suite Barbarossa but not for a while. At the moment there are 3 who are more deserving and will be recieving the first 3 suites which I must say are already much nicer then the main bedrooms in the fortress.

I'll have an update up within a few hours. Hoping for some Goblin fighting this time.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 27, 2008, 01:30:10 am**

Fireheart's Journal 11th Obsidian

Lancejewels joined our workforce today. He seems to be having a tough time picking a profession so I'm not sure what hes going to be doing yet.

15th Obsidian

After trying several things Lancejewels finally found his calling. We captured 3 female wolves in the border cages earlier and as soon as they were brought in Lancejewels was taking them out of the cages, feeding them bowls of Skid's plump helmet and meat stew and surprisingly they seem to have lost all their aggressiveness.

I was so impressed by this that I've made Lancejewels out official animal tamer. I also had the wolves put into one of the empty breeding pens.

25th Obsidian

We finished the walls of the hotel gatehouse today. For some reason Orwen's plan left 4 holes in the walls but she seemed to know what she was doing so I didn't question her. I hope I won't regret it.

27th Obsidian

Orwen never ceases to amaze me with her ideas for the hotel. The holes in the gatehouse were filled today with windows that Legolord built from Clear Zircon. They look truly beautiful as the sun hits them.

14th Granite

The Elves returned again. They had a new addition to our breeding pens this time: a tame Grizzley Bear. We also got another Rhesus Macque along with the alcohol, ropes and barrels.

We also caught a male Wolf in the same spot as the females. We're guessing he was looking for his missing mates. Thanks to Lancejewels he is with them again in the breeding pen. With any luck we'll have some Wolf pups soon.

25th Granite

Wok killed a thief today. He somehow managed to cut its left arm and leg off while cutting it in half.

2nd Slate

Another thief was spotted today by one of Sarek's cats but vanished into the trees before the Warriors could arrive.

23rd Slate

Hawkfrost reported that she had spotted the last of the Fire Imps on the surface while she was on patrol. I sent her out with Sir Nil and Vabok to rid our territory of the annoying creature.

Hawkfrost spotted the Imp's fiery form through the haze rising from the magma pipe and charged. She swung her axe and managed to sever the Imp's right leg and arm. As the Imp fell to the ground with foul smelling goo pulsing from the wounds he managed to toss a fireball at Hawkfrost's face, setting her beard alight. As she went running for the brook Sir Nil stepped up and smashed the creature's head into the ground, snuffing its flames.

Hawkfrost suffered a few bad burns to her face and lost a few inches of her beard but otherwise was fine.

12th Felsite

We dug out the office for the hotel manager off the lobby today. I then set Barbarossa to engraving it. He engraved the usual things: the founding of Flamebanner, the Warriors killing Goblins, Myself ascending to leadership and random pictures of mountains, sweet pods and grates.

He also did a very nice picture of Akhier beginning his duties as a Mechanic. Also for some reason he refuses to explain he made an engraving of me admiring coins. We don't even have any coins in this place, something I am truly pleased with and intend to stick to.

10th Hematite

The humans returned today and I put the Warriors on guard duty at the main gates to prevent any Goblins getting in.

I requested out usual alcohol and metal and traded for the merchants entire load of alcohol and about 50 bars of various metals. The stockpiles may already be overflowing with metal bars but what kind of Dwarf would turn down more metal to work with?

Wok sounded the alarm as Goblins sprang from hiding and rushed the gate. Wok cut down both Speargobs with a single stroke of his blade while Sir Nil used his shield to deflect the bolts of a Crossbowgob until he got in range at which point he smashed his hammer into its side with such force that it flew over the wall, surprising the Humans greatly. Vabok meanwhile had been buried under the 2 Wrestlers and was fighting for his life. Sir Nil pulled one off him and smashed it into the ground while Vabok finished off the other. Nil sent Vabok inside to get his wounds cleaned and bandaged.

23rd Hematite

Another group of Goblins ambushed today. Wok and Sir Nil were the only ones on duty but didn't even notice the Goblins until the cages at the gates caught a Wrestler and Guard. Then they rushed into the fight, Sir Nil getting pummeled by a Wrestler before he could send it to join its brethren in the refuse heap. Meanwhile Wok had cut the heads off the other 2 Wrestlers and was wiping the blood from his sword when an alarm went off in his head and he rolled to the ground seconds before a huge blade cut the air where his neck had been.

Standing up with his blade at the ready he sized up his foe. A large Goblin clad in dented and cracked iron armor. His armor may have been shoddy but his weapons was anything but. A giant axe with blood red jewels set into the the sides in the same design as the tatoos covering his face...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 27, 2008, 01:05:33 pm**

Wooo! An axelord I presume? Wok and Sir Nil must combine into WokaSnil in order to defeat the menace!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 27, 2008, 06:29:29 pm**

An Axelord and only the second elite Goblin to invade our territory.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **December 27, 2008, 07:22:44 pm**

You made some spelling errors, you called Hawkfrost a he.

Its great otherwise though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 27, 2008, 07:30:06 pm**

Thanks for pointing that out Hawkfrost. Thought I'd gotten them all.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 27, 2008, 09:23:24 pm**

Shouting a warcry Wok charged the Goblin Axelord, intent on adding its head to his collection. With surprising speed the Goblin ducked under the sword blade and brought his jeweled axe up to smash against Wok’s breastplate, knocking him back a few steps. Wary of this Goblin's speed Wok parried the next axeblow and managed to thrust his sword through a crack in the armor, smiling at the pained cry that issued from its throat. Wrenching his blade free he prepared for another thrust when the flat of the Goblin's axe smashed into the side of his head dazing him and allowing the Goblin time to strike again, this time tearing through the iron greave covering Wok's left leg. As the axe bit deeply into flesh Wok fell to the ground as blood flowed down his leg.

Gritting his teeth against the pain Wok stood, sword at the ready. Expecting an easy victory against the wounded Warrior the Axelord raised his axe and charged. As the Goblin's axe swung for his head Wok raised his blade and slashed down and across the vile creatures body, the force of the blow shattering through the rusted armor and cutting deep into the Goblin's chest while halting its charge.

As the Goblin's blood coursed from the wound Wok raised his blade one last time and ran it through the Goblin's throat, watching as the cruel glint in the creatures eyes faded and its corpse fell staining the ground with blood. As he raised his sword in victory he stumbled and fell once more, darkness consuming his vision.

He woke a few hours later in the barracks, Sir Nil, Vabok and several civilians gathered around him with worried looks on their faces. As he raised himself on one arm he saw the heavy bandages around his leg. The crowd parted to allow Fireheart through. He was followed closely by Hawkfrost. It took him a moment to realize that Hawkfrost was carrying the Axelord's head. After the head was placed in Wok's pile Fireheart sent Skid and Korgan to bring food and ale from the storerooms for Wok. It looked like all he needed was some good food and rest before he'd be back to decapitating Goblins again.

How was that for a battle Wok? ;D

Also what did you guys think of the non journal entry style of this report?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **December 27, 2008, 09:36:27 pm**

More like a story.
You tend to rush things though, I do it too when I write a story.

But I like the style you have.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **December 27, 2008, 10:57:17 pm**

I got another kill? How bad were the wounds actually? Light? Heavy, but healed quickly? I think you need to let Nil and Vabok get some more kills.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 27, 2008, 11:43:15 pm**

Quote from: Hawkfrost on December 27, 2008, 09:36:27 pm

More like a story.
You tend to rush things though, I do it too when I write a story.

But I like the style you have.

I went with the journal entry style since it seemed simple for someone like me who isn't that great at writing.

But I think I'm going to continue the non journal style for a couple updates to see how it goes. Maybe try switching to less material per update but more story on each event of interest.

Quote from: sonerohi on December 27, 2008, 10:57:17 pm

I got another kill? How bad were the wounds actually? Light? Heavy, but healed quickly? I think you need to let Nil and Vabok get some more kills.

You had a light head wound and a broken leg that healed to a light wound fairly quick. The kill count would be more spread but you and Nil are always around the gates.

The current count is

Wok: 15
Sir Nil: 13
Hawkfrost: 6
Vabok: 3

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 28, 2008, 03:26:35 pm**

i personally like either method of your entries. as long as you keep this going, i'll be enjoyin' it ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mad Larks** on **December 28, 2008, 06:16:15 pm**

Diary of Korgan.

So the work has begun on the hotel. I'm not entirely sure what went through the head of Fireheart when he decided to build it, but it will be a magnificently dwarvenly feat of engineering, not to mention the obvious luxury that will go into the creation of the rooms. I hope I will be part of the crew that makes all the furniture. Although that will mean I will have to improve my skills significantly. I should speak with Fireheart about this. I wonder if I could get a room in the hotel, too. Its not that I mind living in the current room, I mean, I love it and all and the statue is impressive as hells, its just that living in the hotel would be quite swanky...A dwarf can dream, a dwarf can dream...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 28, 2008, 10:38:12 pm**

Barbarossa's Log- Stardate: 735-122808

I have begun work upon my imaginary masterpiece. In my dreams, I have seen 2 lobsters spiraling around each other like those weird spirals with dots that spiral when you move them in a spiraling manner. in the dream, one is made of gold, the other, microcline. they are on the roof of a hotel. a pool is between them. I will now proceed as normal with my "job."

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 29, 2008, 05:34:45 pm**

3rd Malachite

Wok strode from his room, sword swinging at his side. As he passed the Dining Hall he heard the laughter and drunken talk of another of Sarek’s parties. Perhaps he could drop by after his turn at the gates was over.

As he reached the stairs he heard screams of fear and Hawkfrost’s shout.

“Goblins!”

Rushing up the stairs and to the gates he saw Hawkfrost trying to distract several Goblins from Newb who had been cornered against the wall. Wok could see the weariness in him as he deflected blows with his shield.

Drawing his sword and rushing to his friends aid he was jumped by another ambush. 4 Wrestlers charged him with wicked grins on their faces. Standing his ground he ran the first Wrestler through the heart before it could dodge. The second and third were dropped minus a few limbs and the forth tried to flee but was grabbed by Vabok and tossed into the nearest pond.

Sir Nil had arrived while he fought and was pounding his hammer against a Lasher’s body while another lay twitching at his feet.

Wok continued his charge toward Hawkfrost and was close enough to see a Guard’s spear punch through his left arm with a spray of blood. Swinging his sword he broke the Guard’s spear and severed his foot at the same time. He then cut across the creatures poorly protected chest cutting him in half.

Sir Nil had meanwhile killed the last 2 Lashers and was turning to the remaining invaders when he was overcome by the desire for a drink. He vanished into the fortress leaving Wok to fight the remaining Goblins.

The Wrestler turned to face Wok while the Macegob continued to beat on Hawkfrost. Swinging his blade he sent the Wrestler’s head spinning into the trees and turned in time to see the Macegob knock Hawkfrost to the ground. Newb had managed to escape inside as the number of invaders dwindled leaving Wok as the only target. After seeing all his allies killed the Macegob checked his options with a scared look crossing his face. Before he could make any move though he found Wok’s sword sticking out of his chest.

As the civilians rushed out to strip the corpses Wok checked Hawkfrost to find that though severely beaten he was still alive. With Vabok’s help they carried Hawkfrost to the Barracks to recover.

The Kill Count now stands at this:

Wok: 23
Sir Nil: 17
Vabok: 4
Hawkfrost: 6

Note: Not all of these have occurred in the updates yet.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonero** on **December 29, 2008, 06:21:10 pm**

is wok a real swordsdwarf by now?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 29, 2008, 07:45:27 pm**

Beats me, I haven't checked his skills for a while. I'll check for the next update and let you know.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **December 30, 2008, 11:14:37 am**

I like how you can take an ASC-II battle between a few dwarf heads and some letter G's and turn it into an epic battle!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **December 30, 2008, 12:16:19 pm**

Thanks ;D I'm surprising myself with my writing

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 01, 2009, 04:41:12 pm**

An Orpiment statue? unnecessary? maybe. awesome? probably.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 03, 2009, 12:35:34 pm**

seriously, that was a bump. this is too.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 06, 2009, 02:54:33 am**

Sorry for the lack of news guys. The last week has been filled with me playing with some new games. I reached the point today where I can no longer play all day and still progress so I finally have the time to work with Flamebanner. Starting with the less interesting side of the last update in mostly journal form.

4th Malachite

Wok and Sir Nil stood in Fireheart's office as their leader scribbled orders and updated logs. Finally he set aside his books and turned to the soldiers.

"The battle yesterday showed that we must make changes to ensure our continued survival and prosperity." Fireheart said. As Wok and Nil stared back blankly he continued. "Nil, you and Wok are the best soldiers in the fortress. You've been through many battles and shown nothing but bravery in the face of danger." Grinning and standing straighter they prepared themselves for whatever reward Fireheart had decided to grant them.

This changed in a moment at his next words. "That is why I have decided to remove you both from active duty starting now." Raising a hand to stop the flood of questions and protests from spilling out he continued. "You have protected us well but also denied the others

any chance of gaining glory in battle themselves. Sparring with each other can only get them so far. They need true bloodthirsty enemies to fight. Creatures that won't hold back to prevent injury." He said, voice rising as he spoke.

"Hawkfrost and Vabok almost constantly require bedrest to heal from multitudes of light wounds or just to regain conciousness while you 2 go out, kill everything in sight then come inside to drink with almost no injuries to speak of! You will still be armed and ready should the need arise but if you are found fighting when Hawkfrost or Vabok are already handaling the situation then there will be consequences!"

Taking a breath to calm himself he said, in a voice so low that Wok and Nil had to strain to hear "If they remain so unskilled I fear they will be lost to the Goblins. I can not allow what happened in the north to happen again. Not as long as I have a bit of strength left in me."

Rising from his seat Fireheart led them out the door and into the Dining Hall where another of Sarek's wild parties was already in full swing. "Both of you, take some time to enjoy the less violent things we have here. Wok, go spend some time with your girlfriend. She keeps complaining that she only sees you in the engravings these days." As Wok vanished into the crowd Fireheart turned to Nil. "As for you try making some friends outside the military. There are many good Dwarves here, get to know who you're protecting."

Nil went off toward the far end of the room, where Sarek was telling stories of his adventures and the discovery of his talent for weaponcraft. Fireheart took a seat nearby with a mug of ale in hand while the party raged around him.

Hopefully this non-journal thing will get better with time.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 06, 2009, 03:05:45 am**

Fireheart's Journal 12th Malachite

The merchants left today, killing a couple of snatchers on their way out. They must have heard about all the kids running around here. At least it gives us more things to trade.

1st Galena

Orwen gave birth today. She named the boy Kubuk Metsteel. Sarek threw a party to welcome him to the fortress.

We also had 2 sets of wolf pups born today.

Skills will be posted in the next update which should be up soon. Comments are welcome as well as requests for Dwarves.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 06, 2009, 09:08:44 am**

can't wait until there are four champions! they'll rip everything into pieces comparable to those a carp leaves behind!

[goblin chunks] x50

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 06, 2009, 04:34:01 pm**

Nice update.
I noticed some lines from Warriors in that, awesome.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **January 06, 2009, 05:47:12 pm**

10 ✨Felsite mugs✨ that Wok is gonna fey during his off time. Hopefully making the coolest stone bracelet ever at the craftsdwarf, since he probably doesn't have other fey skills that would activate.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 06, 2009, 07:12:25 pm**

Quote from: sonerohi on January 06, 2009, 05:47:12 pm

10 ✨Felsite mugs✨ that Wok is gonna fey during his off time. Hopefully making the coolest stone bracelet ever at the craftsdwarf, since he probably doesn't have other fey skills that would activate.

Wouldn't you rather him make some stone weapon? That would would be even better.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 06, 2009, 11:04:01 pm**

10th Galena

Inside the hotel the majority of the fortress was gathered. The children peeping into the pit from which the sounds of metal on stone were echoing from as the older Dwarves admired Barbarossa's engravings. The crowd quieted as Orwen came to stand on a hastily constructed platform with Kornash at her side, pick in hand.

"Thanks for coming everyone. In a few minutes we'll be putting the finishing touch on this room which will become one of the great attractions of this hotel." As the crowd began discussing the possibilities for the new room the sounds of work from below quieted. Orwen signalled for quiet again and nodded to Kornash who marched to the wall above the pit and proceeded to break through to the brook. As water flowed into the pit the crowd began to file out, Sarek already announcing that he was throwing a party to celebrate.

Everyone stopped as a shout rose from the pit followed by a string of curses muffled by the flowing water. A few moments later the crowd parted to allow Legolord through. Close behind him came Barbarossa, water dripping off her clothes and beard. Glaring at Orwen she shouted "Next time make sure I'm OUT of the room before you fill it with water! Turning she stomped away toward the fortress, in search of a mug of rum...or maybe a barrel of rum.

As promised here are the skills that the members of Flamebanner possess. I didn't include social skills, grower or skills that don't pertain to their job.

Hawkfrost: legendary wrestler, shield, armor user
Vabok: legendary wrestler, dabbling armor, shield user
Wok: legendary wrestler, talented shield, skilled armor, talented sword
Sir Nil: legendary wrestler, proficient armor, professional shield, expert hammer

Kornash: legendary miner, novice mason,, dabbling wrestler, proficient building designer
Plank of Wood: master wood cutter, great carpenter, dabbling axe, dabbling wrestler
Barbarossa: legendary engraver
Korgan: accomplished mason, proficient mechanic, expert carpenter, expert woodcutter
Sarek: proficient weaponsmith, talented armorsmith

Zaneg: novice metalcrafter, novice metalsmith, legendary furnace operator
Kadol: skilled metalsmith
Rakust: skilled gem cutter, gem setter
Newb: professional stone crafter, skilled bone carver, adept wrestler
Skid: master brewer, adept cook, competent wrestler
Vabok: competent butcher, competent tanner, dabbling leatherworker
Jillian: legendary grower, proficient herbalist
Orwen: dabbling mason
Legolord: novice glassmaker
Ushat: dabbling animal trainer
Akhier: mechanic

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Flintus10** on **January 07, 2009, 05:51:16 am**

ahh man I'd left this fortress awhile and now I have read it all the way through I have to say great work your writing has really improved from good to great keep it up. :D (also kudos on the new story style writing)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 07, 2009, 09:04:28 am**

It'd be nice if Barbarossa got some minor training with a weapon, so that she can join the militia if the army can't stop them goblins in time.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 07, 2009, 02:08:14 pm**

Barbarossa: Any preference for your weapon training? If not then you'll be trained with the sword

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 07, 2009, 03:39:11 pm**

I personally like Hammers.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 07, 2009, 03:56:38 pm**

Hammer it is then

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 07, 2009, 07:50:19 pm**

I'm only a novice glassmaker? I don't have any other skills? Oh well.
You better watch out, Orwen ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 07, 2009, 08:50:04 pm**

I haven't paid much attention to the glass industry lately. I had enough made to cover a mood or 2 (which we still lack) but then I got sidetracked by the hotel. Soon, I should be needing more for a few small projects.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 07, 2009, 09:09:01 pm**

Can glass be engraved? always wondered.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 07, 2009, 09:20:02 pm**

Not that I'm aware of

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 07, 2009, 10:42:43 pm**

Fireheart's Journal 23rd Galena

A snatcher was captured in the cages today.

25th Galena

Another snatcher was discovered by a kitten on the workshop level. The kitten then proceeded to chase him outside and into a cage.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 07, 2009, 10:48:32 pm**

That kitten shall be engraved into the hall of legends!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 07, 2009, 11:08:21 pm**

2nd Limestone

Fireheart stood in the hallway outside the workshops handing out a new batch of work orders to Plank of Wood for more bins as well as Sarek and his metalworkers for more golden furniture. As he turned to have a word with Orwen about one of the orders shouts came from below and Mosus Dwelledcloister, one of the children came rushing up the stairs. Shoving roughly past Fireheart and the workers he vanished into the Crafts shop.

As everyone commented on the childs rudeness Mosus reappeared, shoving past everyone again to vanish around a corner and return a second later with a turtle shell. When he repeated the shoving to return with 2 more turtle shells the gathered workers realized that what

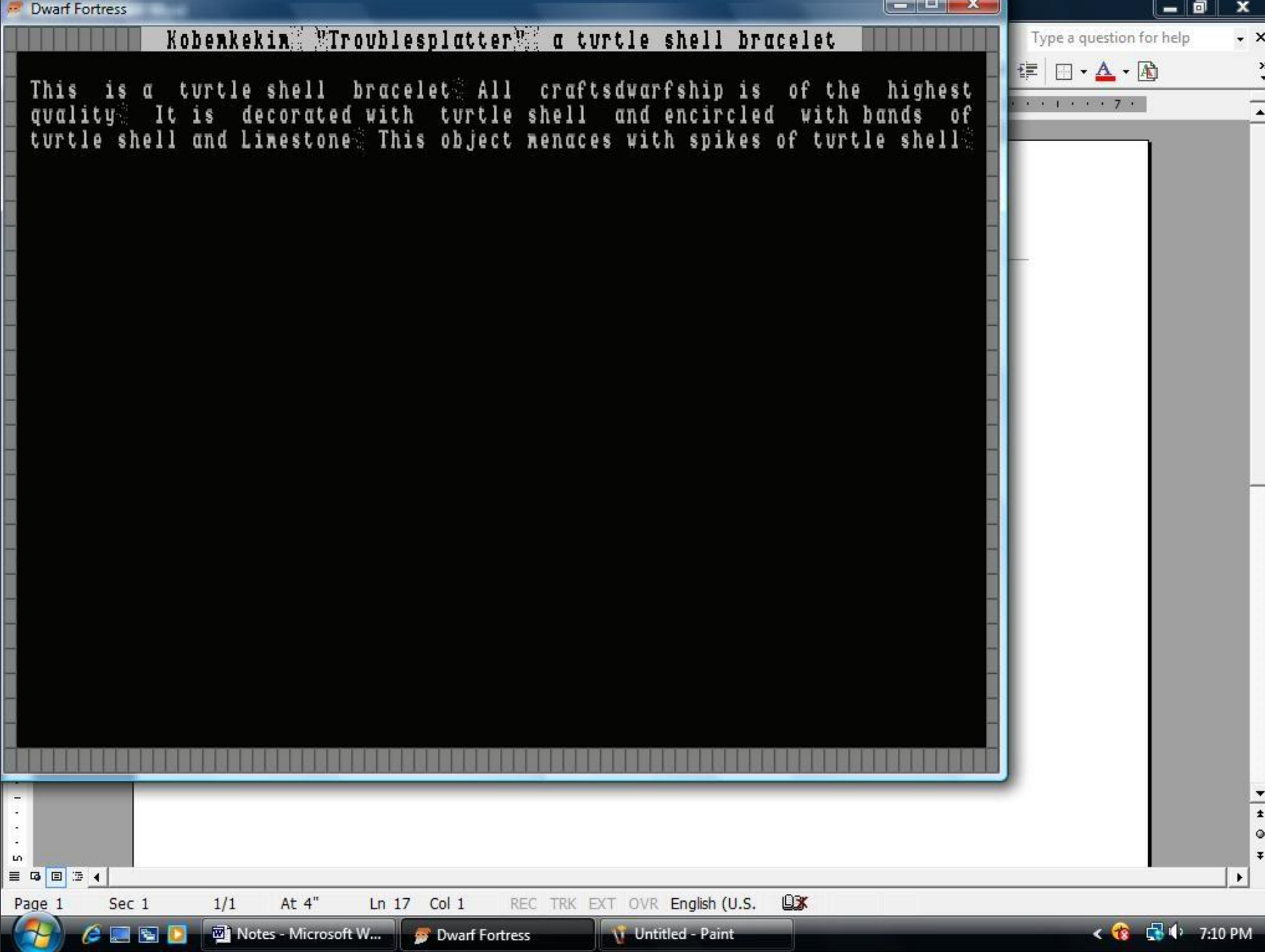
they were seeing wasn't a rude child playing in the workshop but a the spirit of some ancient crafts dwarf possessing the child in order to complete his lifes work. Everyone stepped aside as Mosus rushed past with a limestone block, slamming the door of the workshop behind him. As the group dispersed they could hear the sounds of metal tools on stone as the young crafters hands were guided by his ancient visitor.

4th Limestone

Most of the workforce of Flamebanner was in the Dining Hall preparing for the day. Along one wall Sarek and his team were piling plates with food before going to work the forges and smelters while Hawkfrost and Vabok stumbled in from the night watch in search of some rum and a few hours rest before they returned to duty.

Everyone turned as the doors were pushed open and young Mosus walked in. His clothes were dusty and he was covered with sweat but he held the most amazing bracelet any of them had ever seen. As he dropped his creation on the table and grabbed a mug of rum from Akhier's hand the rest of the fort gathered to admire the creation.

Spoiler (click to show/hide)



Skid asked the child what he had called his bracelet and he responded "Kobemkekim, Troublesplatters" before he dropped to the nearest chair from exhaustion and alcohol deprivation.

It seems that my luck has changed. We finally got a possession. Hopefully many more will follow.

Barbarossa: I wouldn't be surprised if it did get engraved somewhere. I'd probably never find it among all your engravings though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 09, 2009, 12:32:00 am**

14th Limestone

As Fireheart made his way up from his room to check on the progress of various work orders he tripped over a pile of bloodstained Goblin tunics, several bars of metal and a crossbow. As he picked himself up he saw more items lying in corners and overflowing out of workshops. Grabbing the nearest Dwarf, who happened to be the gemworker Rakust he asked "Why is there so much junk in the hallways? Thats why we have such huge storerooms." Rakust replied nervously "The storerooms are full sir." Upon hearing this Fireheart rushed to the entrance to the main storeroom. He was dismayed by what he saw. There was so much junk piled in front of the doors he couldn't see, much less get to anything more then a few feet inside. Returning to Rakust he ran a hand through his beard in thought. After a moment he nodded to himself. Raising his voice to be heard above the noise of the workshops he bellowed "Kornash!!" A few moments later Kornash appeared, tripped over some piece of junk and crashed to the floor. "Thats what I wanted to talk to you about." Fireheart siad as Kornash got to his feet. "There is entirely to much stuff around here that we aren't using. I want you to go to the forgeworks and dig a chute into the magma pipeline that feeds the forges." "Rakust, I want you to find some idle hands to gather up everything we aren't using thats strewn in the hallways and cluttering the storerooms. Take it all to the forgeworks and toss it into the magma." As the 2 Dwarves ran off he picked his way down the hallway to check in with Plank of Wood.

15th Limestone

A shout from the gatehouse alerted the civilian population of Flamebanner to one of the best things that arrived. "Traders!!" The Dwarves swarmed out of the gates to stock the depot with bins of Goblin clothing and await any news from their families in the Mountainhomes.

A dwarf dressed in fine traveling clothes and a cape of purple silk emblazoned with the symbol of the Traders Guild approached the gates. He grinned when he saw Fireheart coming through the crowd. "Fireheart Imushlar!" Still alive and prospering I see." he said as Fireheart approached. "Its been a good year Rakust but we're buried under goods to trade." Fireheart responded. With a laugh Rakust said "I have 7 wagons on their way in along with the packmules so we should be able to lighten your storerooms." The 2 disappeared into the fortress to discuss the terms of the years trading.

A major update is coming in a few hours. As soon as I figure out how I want to write it.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 09, 2009, 03:46:54 pm**

16th Limestone

The gate guards stood watching the line of wagons moving along the road. "Nothings going to happen with all those armed Dwarves watching for trouble." Hawkfrost said to Vabok. Vabok didn't answer, keeping his eyes on the approaching caravan. Shaking her head Hawkfrost continued. "I'm going in for a drink. Not even a Goblin would be insane enough to attack now."

As Hawkfrost vanished into the fortress Vabok turned back to the road as the wagons approached the bridge. As he watched he saw one of the lead wagons horses stumble and fall, bringing the entire caravan to a halt. He started forward to help as several Goblin Lashers sprang from the bushes, flicking their iron tipped whips around arms and legs and dragging their owners to the ground. 3 Lashers rushed Vabok as he came over the bridge but were sent flying by his fists to land broken a few feet away. The merchant guards had managed to dispatch the other 3 and were kicking bodies and limbs off the road. Vabok returned to the fortress to find Fireheart and make his report.

Moments later another raiding party appeared. 6 Speargobs led by a Wrestler. Several guards were injured but they managed to drive the Goblins into death.

With the danger gone several civilians rushed outside to grab clothing or armor off the dead Goblins as the merchant wagons continued on to the fortress gates and the awaited profits...

Have to continue this update later but in the meantime, comments? predictions? Dwarf requests?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 09, 2009, 05:56:45 pm**

Hawkfrost left right before an ambush, thats a shame.

She must become as mighty as her namesake!
Next step is deputy.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 09, 2009, 06:18:03 pm**

16th Limestone: Continued

As the sounds of battle raged outside the walls Fireheart finished calling names and Dwarves answered:

"Newb!" "Here!"
"Skid!" "Here!"
"Barbarossa!" "Here!"
"Legolord!" "Here!"
"Plank of Wood!"...

Looking up from his list Fireheart stared out over the assembled group. "Plank!" He called again. His voice reached the ears of Hawkfrost and Vabok who stood to either side of the gate. Upon hearing the name being called she gave a cry and rushed out into the field of battle...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 09, 2009, 06:56:15 pm**

Plank thought back on the events of the past several minutes.

He had joined the wave of civilians rushing out to strip the Goblin corpses. As the others fell on the nearest corpses he veered off slightly toward a corpse that had been knocked into the trees. As he approached he saw a beautiful iron helmet that couldn't possibly be of Goblin creation. Picking it up he admired the red jewels spiraling around it. As he placed it under his arm and started tugging the shoes off the creatures feet he heard the alarm sound. "Goblins!"

Turning to run for the safety of the fortress with his find he saw the invaders staring at him. 3 scarred wrestlers and 4 armed with fine blades. He noticed that each of the swordgobs also sported a red spiraled helmet.

The wrestlers and 2 of the swordgobs charged a group of merchant guards nearby while the remaining swords kept their attention on Plank. Having very little knowledge of combat he did the first thing he could think of. He tossed the helmet he had collected at the nearest swordgob who brought up his shield to block the projectile and answered with a swing of his sword that bit deeply into his left leg. He heard the crack of bone breaking and stumbled to the ground.

It was at this point that he remembered the steel axe he carried as a Woodcutter. Pulling it fron the holder on his back he swung at the Goblins who just laughed and lunged away. Another swinging sword hit him in the side breaking ribs as a shield smashed into his hip with a crack.

With pain coursing through his body from so many broken bones Plank raised his axe to block the next blow but a sideways blow from a shiled sent the weapon flying out of his reach. The Goblin grinned cruelly as he raised his sword and brought it down on the Dwarf's chest. Plank screamed in pain as he felt the blade pierce his heart and lung. The Goblins prepared to finish him when a battle cry was heard.

Turning they saw an ironclad figure rushing them, flanked by 2 merchant guards with swords drawn. The figure smashed into the startled Goblins like a hammer, slicing ones legs from under it with her axe and continuing on while the guards finished the legless Goblin and its companion.

Falling to her knees beside Plank, Hawkfrost pulled off her helmet and raised Plank's head to see his face. She could see that he was still alive but gasping for breath. As blood soaked into the ground from the ragged wound on his chest Plank and Hawkfrost exchanged a few final words before his breathing stopped. A breeze blew across Hawkfrost's face as her lovers spirit joined his ancestors.

Picking up the still form she stood and started the slow trek back to the fortress. The merchant guards had killed the invaders but she was oblivious to the scattered corpses and wounded guards around her.

It seems we've had many firsts in the last day or so. The first artifact and now the first death of a Flamebanner Dwarf. It is a sad day for Flamebanner

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 09, 2009, 07:14:06 pm**

We need to make some glass serrated discs and scatter them about in the wilds as traps . . .

What? Yeah, my dwarf is a glassmaker, what does that matter? No, honestly, I'm not advertising ':-\

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 09, 2009, 07:20:24 pm**

I don't usually use weapon traps but with so much territory to defend and 4 soldiers I may have to make an exception. If I do then rest assured there will be some glasswork

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **January 09, 2009, 07:54:58 pm**

If only Wok had been there... he might have saved him!!!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 09, 2009, 08:17:00 pm**

Sucks that PoW died, he would have been a hilarious militiadwarf. (assuming that's what the roll call was for)

If we're allowed to take more than one dwarf, I would like a speardwarf named speardwarf.

'SPEARDWARF!!!'
'what?'

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 09, 2009, 08:30:29 pm**

No civilian militias. I don't want this fort to be a repeat of Helmthundered. The rollcall was to be sure that everyone had gotten inside safely. Which poor Plank did not.

Since no one else seems to be signing up I don't see why you can't have a second Dwarf. It will probably be one of the kids when they grow up.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 09, 2009, 09:00:39 pm**

May I have a second one named Mothwing then?

Female Healer/Carpenter, sister of Hawkfrost.
Likes to care for others.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 09, 2009, 09:21:56 pm**

You picked a good time Hawkfrost, I've been planning to make a full time healer. I'll mark you down for it.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 10, 2009, 02:17:42 am**

Just have to wonder if anyone has caught my hints at something bigger happening?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 10, 2009, 08:07:31 am**

Quote from: thunderclan on January 10, 2009, 02:17:42 am
Just have to wonder if anyone has caught my hints at something bigger happening?

Aye, that I did laddie. I can't wait to see what the deal is with these ruby-spiraled helms.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 10, 2009, 10:38:34 am**

Maybe the goblins are demons spewing forth from a fissure that allows them to pop up in massive quantities!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Plank of Wood** on **January 10, 2009, 10:52:13 am**

I'm assuming he had no kids. I'll take the role of his spirit re-incarnated into a fish.

If you have no fish, make a class terraruim, and capture a live fish, then put it in the tank.

Plank of Fish.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 10, 2009, 12:34:32 pm**

No kids, Hawkfrost was only your Lover.

I'm sure there is fish in one of the pools so I'll see what I can do. Could make for some fun writing anyway.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **January 10, 2009, 04:20:20 pm**

As I have been laid off duty temporarily due to my awesomeness :P , I would like to work as a weaponsmith/armoursmith so i can kit out me and my comrades so we can cut off/crush/rip off the heads of our foes easier.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 10, 2009, 05:12:47 pm**

Would love to put you under Sareks command but Champions don't work at anything but fighting so you're out of luck there.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 11, 2009, 02:14:11 am**

17th Limestone

The torches burned low in the courtyard of Flamebanner. The Dwarves had spent the night in mourning for their fallen friend and preparing his tomb. Now as the dawn broke and the Dwarves scattered about the courtyard woke Fireheart gathered the Warriors together to carry Plank's body down to the tombs. As the small procession entered the tomb they saw that the burial preparations were nearly done. The floor was marked in places where furniture would soon sit.

After the Dwarves had said their final good-byes Fireheart rose to speak. "We have always known that the Goblins would someday find a way to take one of our number. That Plank was the victim is disastorus to us all. Plank was a fine Dwarf and achieved the greatest death a Dwarf can, to fall in battle. Fighting for his friends, his home and his love. His actions will be immortalized on the walls of this fortress and the pages in the library." As Fireheart continued to speak Hawkfrost's attention was pulled away by a breeze. She knew that such a fresh breeze was a strange thing to feel 5 levels underground. Turning to try and find the source she realized that she was the only one being affected, everone else was completely focused on Fireheart with not a beard or piece of clothing being blown around.

With a start she jumped up from her place by the coffin and rushed for the door, shoving Zaneg and Wok roughly out of her way and pulling Legolord into the hallway where she began talking in muffled whispers. He looked like he was hearing something crazy but he nodded and rushed to the stairs. Hawkfrost followed a moment later with thoughts coursing through her mind. There might still be some hope...

I'm not sure how boring this will be for you guys but I was inspired and trying to type before I lost the idea.

This fish thing could be entertaining though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **January 11, 2009, 03:57:13 am**

I'd like to make a request if I may:

Now that we have a fairly powerful fort, and in light of the loss of one of our own, I would ask that Kornash be trained with sword and shield and become a fulltime soldier (unless, of course, he is needed with mining duties in which case I'll be happy with him staying as he is).

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 11, 2009, 04:15:02 am**

Thats fine. Fireheart is the other miner and I can always train one of the kids if I need alot of mining done. You can sparr with Wok and Sir Nil until you're a legendary wrestler then join Wok for sword practice.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **January 11, 2009, 04:18:44 am**

Thunderclan, you do a good job of writing creatively about what happens in DF. Are you still taking in people to be the namesakes of dwarves?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 11, 2009, 05:59:28 am**

That I am, and there are still many to claim

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **January 11, 2009, 06:17:48 am**

Okay then. I'll take a male siege operator/engineer please.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 11, 2009, 01:18:55 pm**

Any name you prefer? Or shall I improvise one?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **January 11, 2009, 05:32:49 pm**

Hexed shall do fine.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 12, 2009, 01:22:13 am**

Fireheart's Journal 19th Limestone

We were blessed with 2 more kids today. First Vabok gave birth to a girl she named Mafol Relicstakes and then a few hours later Newb had a girl that she decided to call Morul Tradedbank.

Barbarossa found a snatcher outside the walls and scared it off before it could find the children.

19th Limestone: Evening

Fireheart worked the kinks out of his arms and neck as he left the Trade Depot. The Dwarf merchants were busy celebrating the huge profit they had made in freshly bloodsoaked Goblin sized clothing. As he headed for the fortress Fireheart saw a flicker of movement out of the corner of his eye. Turning for a better look he could just make out the form of a black clad Goblin sneaking along the wall toward the fortress.

Not caring that he had had no weapon since he had left his pick in his room he rushed the would-be Snatcher. The vile creature saw him coming and turned to flee but Fireheart landed a fist into the side of his head. Pulling his knife the Goblin tried to threaten Fireheart with the dull blade but He just laughed and grabbed the knife slicing through the Goblin's arm in the process. Another punch sent the creature flying through the air to land unmoving in the sand near the wall.

Tossing the knife away Fireheart continued on to the Dining Hall for some rum.

I have NEVER seen unarmed, untrained Dwarf remove a Goblin's arm before. Using its own knife to do the job seems like the only explanation.

That finished the last batch of notes. I can continue play tomorrow and add some of the requests.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 12, 2009, 08:55:59 am**

I like the assumption that Fireheart just ripped its arm off with his bare hands and clubbed him to death with it.

And yay for me saving the children!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 12, 2009, 06:51:41 pm**

What the !@#\$!!! That was amazing!

Could Fireheart be related to the Ironbloods?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 12, 2009, 07:26:05 pm**

I'm pretty sure there is a big difference between beating a Goblin to death with its own arm and strangling a Hydra to death while naked and poisoned.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 12, 2009, 08:26:28 pm**

Well, yeah, but Captain Ironblood's brother can't do that either. It's still awesome, though, you must admit.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 12, 2009, 08:51:07 pm**

You got me there ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 12, 2009, 11:27:43 pm**

this fight reminds me of the time when I got my first goblin snatcher. I recruited a jeweler that was standing next to the goblin, to see if he could smack the goblin around a bit so my champion wrestlers could just mop up. little did I know that all dwarven jewelers are trained in the art of dwarf-fu.

The goblin had a knife, and my jeweler had nothing. SOMEHOW the jeweler ripped all of the goblin's arms and legs off, spewing blood and limbs all over my new staircase. the jeweler then proceeded to rip the goblin's spine out of it's back and apparently beat the remaining chunks of goblin torso into a giant bloody mess. Odil the engraver was pleased.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 13, 2009, 12:40:08 am**

That sounds similar to what any battlefield where Wok was present looks like. I think that some parts of the territory are more blood then ground now.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 13, 2009, 01:14:59 am**

what's the current kill count anyhow?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 13, 2009, 01:43:40 am**

I only keep track of the Warriors kill counts but I know 3 or 4 civilian Dwarves have at least one Goblin kill. The Warriors have:

Wok: 23
Sir Nil: 17
Vabok: 8
Hawkfrost: 6

Probably roughly around 70-80 Goblins killed at Flamebanner in total. Thats counting those killed by merchant guards and civilians

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **January 13, 2009, 04:24:39 pm**

Wok Ownz joo newbs.

I think my current fort is imitating my battles at Flamebanner. I removed the babysnatchin tag from goblins so that instead of thieves and ambushes, they send sieges. Well, I got a siege with just 7 dwarves, and I hastily recruited my two planters, made them crossbows and a pile of bolts, and waited for the goblins. The siege force was 2 goblin pikemen, 7 lashers, and 7 wrestlers. This was on an oceanside fort, and to prevent the waves from being annoying I had walled off the coastline, leaving my only access point a three wide walkway to some ramps that would lead down into my fort. The entrance was open air, with the actual way into my fort facing out towards the walkway at a cross. The order was given to retract the bridge, and it disapeared just as the first goblin neared the bridge. The lashers and wrestlers had made it up to my bridge, while the pikegoblins were on the crosswalk. My planter/recruits rushed out and used bone bolts and wood crossbows to shoot off the pikemens limbs. Completely severed all the limbs with bolts, from at least 40 tiles away. The siege was broken, and the goblins started fleeing. My planters picked off every last one of them, and each and every one of them lost a limb or two. My refuse pile was filled up entirely with bodyparts (11x4 pile) and I had to designate a new one for the corpses.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **January 13, 2009, 05:26:35 pm**

Quote from: sonerohi on January 13, 2009, 04:24:39 pm

Wok Ownz joo newbs.

By kills, yes but by skills... -> I <- Pwnz you nubs :P. I only hope my need to stay 'dwarf sober' wont impede on my kill count too much

but i seem to like getting lots of training done at least.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Turnip** on **January 14, 2009, 12:00:20 pm**

You shouldn't take names directly from a book about clans of warrior cats for a community in a game that actively butchers cats for food.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 14, 2009, 04:03:57 pm**

Quote from: Turnip on January 14, 2009, 12:00:20 pm
You shouldn't take names directly from a book about clans of warrior cats for a community in a game that actively butchers cats for food.

And why not?
In those books, cats butcher humans.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Turnip** on **January 14, 2009, 04:32:56 pm**

Uh, no they dont.
They FEAR humans.
I think a human got attacked once or twice, but as I recall the humans caused all of them to evacuate a place that was sacred to them.
And they didnt kill a human and then eat it.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Plank of Wood** on **January 14, 2009, 04:43:43 pm**

I'm assuming you're not talking about "The World According to Clarkson", so unless I'm showing supreme ignorance here, may I ask which book you're talking about. I'm scared that If I google "Warrior Cat" I'll have my IQ lowered by 20 due to an onslaught of lolcats.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 14, 2009, 05:01:41 pm**

Quote from: Plank of Wood on January 14, 2009, 04:43:43 pm
I'm assuming you're not talking about "The World According to Clarkson", so unless I'm showing supreme ignorance here, may I ask which book you're talking about. I'm scared that If I google "Warrior Cat" I'll have my IQ lowered by 20 due to an onslaught of lolcats.

The series "Warriors".

And Turnip, I'm exaggerating of course.
You're looking too much into it.
I don't see anything wrong with making a community fort with references to a great book series. You need to chill.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Turnip** on **January 14, 2009, 06:55:58 pm**

why is directly taking names and concepts from a book as opposed to making your own original content referencing.
i call it not being original.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 14, 2009, 06:58:43 pm**

Quote from: Turnip on January 14, 2009, 06:55:58 pm
why is directly taking names and concepts from a book as opposed to making your own original content referencing.
i call it not being original.

I call what you are doing trolling.
If you want to argue this point, send it in a PM, don't spam the thread with pointless posts.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 14, 2009, 07:58:19 pm**

Can we get back to the story? I think that warrior cats might have SOME good names.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 14, 2009, 08:37:39 pm**

The story will continue as soon as I can write up the new stuff.

Unless you guys would rather continue arguing.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 14, 2009, 09:14:48 pm**

Quote from: thunderclan on January 14, 2009, 08:37:39 pm
The story will continue as soon as I can write up the new stuff.

Unless you guys would rather continue arguing.

No, I think we are done, please proceed.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 14, 2009, 09:59:01 pm**

Fireheart's Journal 26th Limestone

Skid gave birth to a girl today. She named it Bembul Gleamlash

We also had another litter of Wolf Puppies born today

8th Sandstone
<div>Sarek discovered a snatcher which was promptly leapt on and crushed by Vabok</div>
<div>A kitten found another snatcher who got away</div>

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 14, 2009, 10:51:49 pm**

15th Sandstone
<div>Fireheart walked into the barracks with Kornash close behind. Hawkfrost and Vabok were preparing for another day of gate duty while Wok and Sir Nil prepared for a sparring session.</div>
<div>Fireheart waved Nil over and as he approached he turned to Kornash and asked "You're sure about this?" to which the miner nodded. When Nil joined them he explained. "Kornash here has decided he wants to train as a Warrior. You and Wok are the only soldiers currently without assignments so I'm putting you both in charge of his training. Make sure he can dodge before you give him a sword. We don't need any limbs being cut off or anything."</div>
<div>Kornash rushed over to speak with Wok as Fireheart turned toward the doorway. As he left he could hear the sounds of a Dwarf being slammed against the wall.</div>

24th Sandstone
<div>"Fire!"</div>
<div>Dwarves came streaming outside as Legolord's cry rose. Standing behind the safety of the walls they could see smoke billowing from the South and East. Not wasting a moment Fireheart sent Kornash and Vabok to lower the gates and make sure every Dwarf was safely inside. As the gates began to lower the figure of Legolord came dashing out of the trees to the East. Seeing the lowering gates he put on a burst of speed and made it under a second before the gates hit the ground. He stood there coughing from the smokewhile Skid brought up a barrel of beer for him to drink.</div>

As everyone watched the flames Jillian came out to announce that she had just had a girl that she had named Dumed Entrylabor.

27th Sandstone
<div>Fireheart looked up as Wok entered his office followed closely by Sir Nil and Kornash. "How bad is it?" Fireheart asked as he pushed aside his papers. "Its surprising but it was mostly grass and shrubs that burned. The trees weren't hurt at all." Wok replied. "We did find the creature responsible though." He brought Kornash forward to place a corpse on the desk. On close inspection Fireheart saw that it was the body of a snake. It appeared to be very badly burnt. "The magma pipe is empty of Imps but there are dozens of these flaming snakes slithering around out there. Most of them were sticking to the stone around the pipe but we found a couple buried in the ash a good distance from the magma." Sir Nil stated. "Tell everyone if they see one of these things slithering around in the grass to kill it. We might not be so lucky next time." Fireheart replied.</div>

As the Warriors left to spread the word Fireheart turned back to his paperwork while numerous thoughts ran through his mind.

Thats what I get for turning Tempature on to melt some stone furniture. :-[

The territory would still be in flames if I hadn't been following a Dwarf and seen Legolord charging out of the smoke cloud. Fortunatly turning the Tempature off killed the flames. Annoying Fire Snakes.

Title: Re: Flamebanner (Community Fortress) Post by: LegoLord on January 15, 2009, 09:04:22 am
<div>Holy crap! I nearly died!</div>
<div>... ...</div>
<div>Awesome!</div>
<div>(this is the first time something really interesting happened to my dwarf in a community fort)</div>

Title: Re: Flamebanner (Community Fortress) Post by: thunderclan on January 15, 2009, 01:41:37 pm
<div>Glad I could help ;D</div>
<div>Though losing another skilled worker so soon would be very bad.</div>

Title: Re: Flamebanner (Community Fortress) Post by: Heron TSG on January 17, 2009, 02:51:12 pm
<div>bump!</div>

Title: Re: Flamebanner (Community Fortress) Post by: thunderclan on January 18, 2009, 07:36:37 pm
9th Timber
<div>Mosus Dwelledcloister wore a determined look on his face as he was granted his request to join the military of Flamebanner. The militray's numbers had grown over the last few days as several Dwarves requested reassignment and were put under the command of the senior Warriors. He had been amazed at the stories of past battles fought between the Dwarves and their enemies. He was most interested in the regiments of Speardwarves that could impale both mount and rider with the long reach of their weapon.</div>
<div>He had been assigned to learn the art of unarmed combat from Kornash. Vabok was more experienced but an old injury kept him from sparring. As the other soldiers entered the barracks and Kornash joined him Mosus reminded himself of the name he had chosen. Mosus was a fine name for a peasent but a Warrior needed a more unique name. He had based his choice on what he hoped to become. He was Speardwarf Dwelledcloister.</div>

10th Timber
<div>The sounds of a Dwarf in pain brought Fireheart and several curious civilians running for the barracks. As he entered the room Fireheart glanced around, seeing Kornash motionless on the floor, his right leg twisted to an impossible angle. His Apprentice Speardwarf was nearby with a terrified look on his face as he stared at the injured Dwarf. Sarek came through the crowd and kneeled beside Kornash.</div>

Fireheart turned to the crowd and spoke, raising his voice to be heard above the murmurs of the crowd. "Kornash is alive, just unconcious and with a broken leg." Turning to Speardwarf he asked "What happened?" Looking a bit nervous Speardwarf answered "Well...He was showing me how to knock an enemy's legs from under them and how to avoid such a move and I guess I caught on faster then he expected."

With a smile Fireheart replied "I can't remember ever seeing an Apprentice catch on to a move and injure their mentor so quickly. Maybe you should be training him. For now though make sure his leg is seen to." Turning to the crowd he gave orders "Sarek, get Kornash to his room. Skid, fix up a meal for him in case he wakes up and tell Orwen to take a break from her hotel plans and fetch some water. As the Dwarves rushed to carry out his orders and Sarek stepped forward with Akhier to lift Kornash's body Fireheart took another look at the young Speardwarf. He would have to keep an eye on this Apprentice. He might have something unique to offer.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 18, 2009, 07:40:37 pm**

Fireheart's Journal, 1st Moonstone

I looked in on Kornash today. He is still out cold but his leg is almost fully healed. He should be back to sparring strength in a few days.

4th Moonstone

Kornash was up and about today apparently quite refreshed after almost a month in bed. He mentioned that hes looking forward to contining Speardwarf's training.

26th Moonstone

We caught another thief in our cages. I'm going to ask Korgan to start drawing up some plans for these Goblins before we catch to many more.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 19, 2009, 04:19:12 pm**

Nice! my dwarf will be the most epic member of the military the fortress has ever seen! unless Kornash provides a return 'accident' :P

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **January 20, 2009, 12:14:48 am**

I must say I'm glad that Kornash did all that mining before starting training, else he coulda been really badly hurt!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 20, 2009, 12:34:23 am**

Also a good thing that Speardwarf didn't have a spear at the time or Kornash would probably be dead since the armor only just came off Sarek's forge.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 20, 2009, 07:04:17 pm**

5th Opal

Fireheart stood watching Kornash and Speardwarf wrestle while Sir Nil and Wok polished their armor. As the sound of stone shattering echoed from the doors at the far end of the Barracks Wok and Nil raised their weapons and turned to look at Fireheart. At his signal the soldiers rushed through the doors leading to the unused Archery Range.

After a few moments they reappeared, Sir Nil dragging the uncouncious form of a Dwarf while Wok brought up the rear with an empty quiver and a crossbow of obvious Goblin make. "What happened?" Fireheart asked. "We're not entirely sure sir." Wok answered pointing toward the Dwarf on the floor. "We found him sprawled on the floor. It's Iton Idekfeb. The archery targets are embedded with bolts and scorched."

As they talked Iton coughed and struggled to his feet. Turning to look at the Dwarf before him Fireheart asked the question they were all thinking. "What happened in there Iton?" "I was practicing because I wanted to join the military as a crossbowdwarf. I was thinking about what I wanted to happen and the bolt I fired exploded."

After taking a moment to look over the archery range Fireheart came back to the group of soldiers. "If he can make a bolt explode by thinking about it he could be useful to the military though we'll have to take great care that he doesn't hurt anyone but the Goblins with his bolts. I'll have Sarek add another set of armor and a crossbow on the list of items he has to make. Get some rest Iton. Tomorrow you'll join Kornash and Speardwarf for wrestling practice."

As he walked out of the room Fireheart remembered what Idekfeb meant in the Dwarven language...Brainarrows

I didn't forget the request for Brainarrows to become a crossbowdwarf but with a name like that I couldn't resist giving a story behind how he ended up in the military. Plus it might make for some interesting battle reports later on. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **January 20, 2009, 08:01:12 pm**

The spinning +wtfolpown mind arrow+ strikes the goblin siege in the everywhere! It's ass is grass! It's goose is cooked!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 20, 2009, 09:09:28 pm**

11th Opal

As the shadows lengthened in the dim light of evening a shadowy figure crouched in the grass as he surveyed the scene before him. 2 guards at the gate but he didn't need a gate. Keeping low to the ground he crept along until he had passed the space lit by the torches. Looking over his sholder to make sure he was still unseen he took a hook and rope from the pack he wore and tossed it over the top of the wall. The sound of the hook scraping stone reached the ears of one of the guards who turned, grabbed a torch and came toward his hiding spot in the shadows, one hand tightening around the handle of an axe. As the guard reached the spot and found nothing amiss she turned and walked back to her post while above the cloaked figure laughed silently to himself at how nobody ever thought to look up before dropping to the inside of the wall.

Landing silently in the sandy base of the wall the figure's hand shot to the gemstone swinging on a cord around his neck. His mission had to succeed, the Warlords were getting impatient.

Wrapping his cloak around himself to blend into the wall he went over his orders again...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 20, 2009, 09:44:19 pm**

oh noes! iiiiiiiintriiiiiiigue!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 21, 2009, 03:55:57 pm**

Next update should be ready in a few hours but there is still plenty of Dwarves that can be named. And comments are always welcome.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 21, 2009, 08:08:57 pm**

12th Opal

The sun shone brightly down on the courtyard of Flamebanner as the Dwarves tried to get the best views of the platform. The entire fortress had gathered to share one of the best moments of a fortressess existence: the advancement of soldiers from untrained Apprentices to skilled and battlehardened Warriors. Everyone stopped talking and turned to look as the Warriors followed Fireheart out of the fortress and to the platform.

Once Fireheart had taken the his position on the platform the Warriors split up with Wok and Sir Nil remaining at either end of the platform and the others joining the crowd below.

"In the 4 years that we've been here for we have survived the threat of Goblin invasion numerous times due to the strength and skill of our Warriors. Today a new member joins their ranks. Even when he worked as an untrained Miner he tore apart the first of the Goblin attacks. Now we welcome Kornash Mansionbrims The Perplexing Iron as a full Warrior." The cheers thundered off the walls, Speardwarf and his siblings loudest of all as they shouted their father's name.

The cheers abruptly cut off as several red feathered bolts cut the air, thudding into the platform and Fireheart's leg. Wok and Sir Nil turned toward the source of the bolts and saw a cloaked figure standing in the shadows of the wall. In a flash his sword was shining in the sun and Wok was charging the figure. As he came within range and swung his sword the figure whipped a dagger from his belt and, leaping back from the blade the figure stabbed down, piercing the metal covering Wok's arm. Wok swung his arm, carrying the figure through the air to smash against the wall. As he slid down the wall the hooded cloak fell back to reveal the scarred green face of a Goblin. What caught Wok's attention though was the 3 pronged dagger tatoood into the green skin.

Turning away from the Goblin he returned to the platform where Skid and Sarek were pulling the bolts from Fireheart's leg. The area around the wounds was a sickly shade of grey and black. As Wok approached Sarek held one of the bolts out to him. "Poisoned." He stated. "Not a type I've seen before either. We'd best get him to bed and see what we can do about the wounds." Waving Akhier and Legolord over they lifted the uncouncious form of their leader and worked their way slowly inside.

Turning back to the wall Wok was just in time to see the Goblin going over the top of the wall. Cursing himself for not seeing the trick he shouted for Hawkfrost and Speardwarf to go after the Goblin even though he knew it would be long gone before they got around the wall.

I'll leave you guys to work on that for awhile. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 21, 2009, 08:46:39 pm**

Assassination attempt!

It seems Hawkfrost isn't getting any kills or action recently.
A shame.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 22, 2009, 12:11:41 am**

9th Obsidian

Jillian and Barbarossa headed for Fireheart's quarters with a plate of Skid's finest food and buckets of fresh brook water. As they rounded the corner they saw several Dwarves gathered around Fireheart's door as Sarek came out. As they came within earshot Jillian called out "How is he?". Without looking up from the book he held he answered "No better, and I still can't get rid of the poison. I tore the Library apart looking for books about poison and tried every cure I know but nothing seems to stop it." "What will we do if he dies?" Legolord asked nervously. With a weary sigh Sarek answered "I don't know. Fireheart is just as responsible for keeping this place running smoothly as any of us, but he is the only one who knows how to lead a fortress. He is responsible for all of our lives and now we're responsible for his."

I may not have anticipated this but it fits into the story so nicely.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 22, 2009, 12:46:08 am**

awesome! I attempted to murder my father, a goblin has a trident, and there is a mysterious cult trying to destroy our lives! ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 22, 2009, 01:02:12 am**

Dagger, not trident

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **January 22, 2009, 12:14:05 pm**

In any case, im sure our 7 (?) strong military will be able to handle the threat if we dogpile our foes. And if we do... I call the legs.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 22, 2009, 05:03:33 pm**

This is getting better and better. Just one thing though . . .

Quote from: thunderclan on January 22, 2009, 12:11:41 am

"What will we do if he dies?" Legolord asked **eagerly**.

I am a control freak, remember? ;D

Er, in this fort, I mean.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 24, 2009, 04:39:24 am**

Just a small update tonight as not much is happening.

23rd Obsidian

Wok sighed as he watched Speardwarf toss Kornash halfway across the room into Iton. "He should be starting weapon training." he thought to himself. Without Fireheart to authorize the advancement though nothing could be done.

Leaving Speardwarf to pummel his father and friend Wok headed for the stairs. He had only gone a few feet though when Ushat the Animal Trainer crashed into him, bouncing off his iron armor. As Wok helped Ushat to his feet he could hear him muttering something about trees and gemstones. Seeing the crazy look in Ushat's eyes Wok realized that he was obviously being possessed by some ancient spirit. As he sped off down the stairs Wok decided to see to it that the Dwarf got his supplies.

Reaching the workshop level he saw Ushat disappear into the Craftdwarf shop with a pine log under one arm and a larch log under the other. A second later a terrible scream rose as Ushat demanded green glass and cut gems.

Grabbing Legolord by the collar as he went by with a bag of sand he ordered him down to his furnace to make raw green glass. He then found the Jeweler and told him that if we didn't have a type of gem cut to cut it.

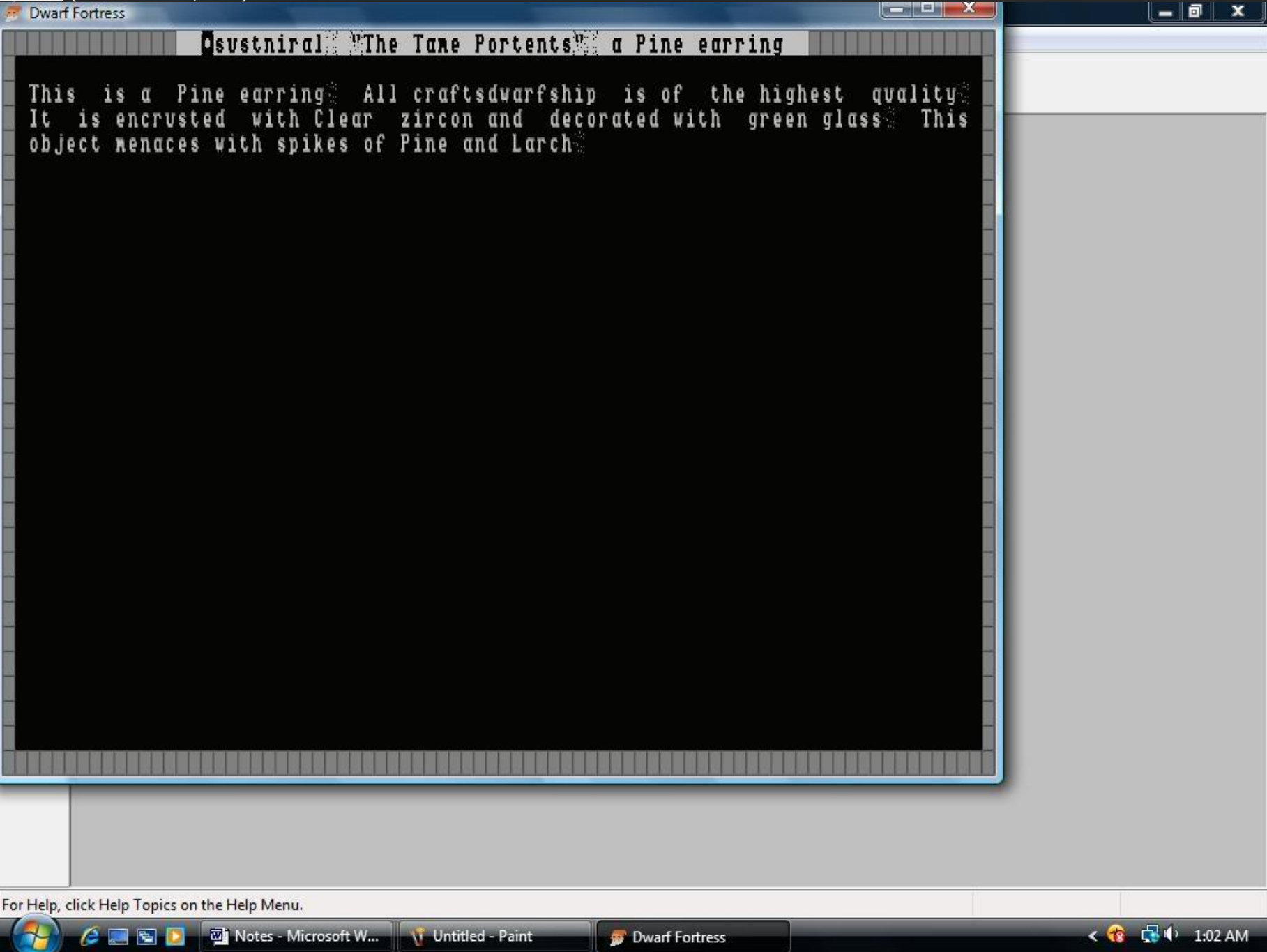
Returning to the intersection Wok rested a hand on his sword hilt. He didn't like it but if Ushat snapped before his supplies were ready he would do what was nessecery to protect the fortress.

With a cry Ushat charged out of his shop and grabbed the glass and clear zircons out of their creators hands. In a second he was back inside and the sounds of creation were heard. Wok gladly released the hold on his sword hilt, glad that he wouldn't have to intervene. Turning away he went to get a tankard of rum.

26th Obsidian

Wok looked up from his seat in the Dining Hall as Ushat wearily stepped inside. In his hand he held an amazing earring. It was made of pine with clear zircon encrustings, green glass decorating the edges and spikes of pine and larch. When asked he replied that he had named it Osustniral which meant The Tame Portents in Dwarven.

Spoiler (click to show/hide)



I'll leave you guys to imagine the glory of the newest (rather useless) artifact.

The artifact updates are fun to write though even if the artifacts themselves aren't very impressive.

Just something for you guys to think on but I've laid out the plans for 4 new suites in the Hotel which will give us a total of 8. I refuse to spoil who will be recieving suites though.

Feel free to write your character journals while I see to the next update.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 24, 2009, 11:34:48 am**

yay! I get to pummel my father until I get something with which to stick him with!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **January 24, 2009, 05:25:24 pm**

Quote from: Barbarossa the Seal God on January 24, 2009, 11:34:48 am
yay! I get to pummel my father until I get something with which to stick him with!

Oooohhh no kimosabe, you fight me (if thunderclan allows it). Try any of your lung-piercing jedi crap and I'll call some people who know some people who are some people, and you'll be swimmin with the carpies.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 24, 2009, 06:08:47 pm**

Journal Entry #1

Fireheart is injured.

If he doesn't recover soon, I may put him out of his misery and claim command of this settlement. Nothing can come in the way of duty to the community, not even our leader.

In other news, my secret plan is slowly coming together, lets see if it works out.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 24, 2009, 10:44:55 pm**

8th Granite

Another of Sarek's parties was in full swing in the Dining Hall of Flamebanner. Sarek told stories of the places he'd seen and battles he'd fought in while other Dwarves laughed and drank through barrels of alcohol.

Silence fell as the doors opened and Fireheart rushed in. Heading for the closest table he grabbed tankards, emptying them of their contents. With alcohol coursing through his body and restoring his strength he turned to the gathered Dwarves. "Wok, Nil and Kornash, please join me in my office. Sarek please continue your party and tell Hawkfrost and Vabok to come down and join you." With the 3 Warriors following Fireheart strode over to his office door, stopping to grab a rum barrel on his way.

I live! Good to see I survived the injury.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **January 24, 2009, 11:52:30 pm**

Fancy that. Your dwarf is just starting to get better in my fort, too.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 25, 2009, 07:35:52 pm**

14th Granite

In the Dining Hall Fireheart rose to make an announcement.

"My friends, In light of the loss of authority we suffered during my absence I will soon be appointing a Deputy who will be in charge should I be unable to do my duties again and who will aid me in making our home great." When Fireheart looked around the crowd he could see the light in the eyes of several Dwarves as they wondered if they would be chosen for the position.

All those who either have experience or have done great service to Flamebanner are in the running for Deputy. Have to wait and see who gets it though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 26, 2009, 12:21:20 am**

15th Granite

The sound of mule hooves on the road annunced the arrival of the Elves into Flamebanner territory. As the goods were brought to the Depot Hawkfrost glimpsed a movement in the grass near the gate. As she approached a Goblin sprang from hiding, dagger flashing in the light. With hardly a thought Hawkfrost brought her axe around and cleaved the greenskin's body in half. As she turned back to the gate she saw another thief and a snatcher activate the hidden switches and smiled at the looks of terror on their faces as cages sprang from the ground, trapping them.

Anymore people want Dwarves? We still have plenty.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 26, 2009, 12:39:00 am**

does beating up kornash count as being helpful? what about doodling on walls?

wow, I've got the deputation in the bag!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 26, 2009, 02:45:36 am**

Bax Ostaospun twirled the handle of his spiked hammer as he stared at the maps and reports before him. Flamebanner...the richest Dwarven fortress in the world. The scouts reported that the very gates gleamed with gold and gems. For years the Warlords had sent raiding parties to bring back whatever they could of that wealth. So far the only ones to return were the thieves, scared off by kittens!!

Bax left his tent to look over his troops. His fame had gathered more Goblins to his side then any other. His was the largest force to reach Flamebanner yet. Swords, bows, spears and tricky wrestlers all under his command. And with them he would claim Flamebanner for the Warlords. The Warlords had been wise to bring the Circle into the fight even if the price they demanded was steep.

With a cry he ordered his men to break camp and prepare for battle. Soon they would reach Flamebanner and victory would be theirs.

Another fight is coming and now you have more information to chew on. Pick out what you will from it.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir diesalot** on **January 26, 2009, 12:19:03 pm**

Ooh a hammergoblin. I would like to have a 1 on 1 duel with him if all of his friends are dead... Its an honour thing.	
Title: Re: Flamebanner (Community Fortress) Post by: thunderclan on January 26, 2009, 01:55:25 pm	
Hammerlord actually	
Title: Re: Flamebanner (Community Fortress) Post by: Hawkfrost on January 26, 2009, 09:51:22 pm	
Hawkfrost will become Deputy. Even if she is not chosen, she will become it.	
Title: Re: Flamebanner (Community Fortress) Post by: Haika on January 27, 2009, 01:50:00 am	
:) all caught up, and would like a dwarf if possible.	
Name: bob gender: either profession: recently adult child born in flamebanner turned macedwarf/clubdwarf/ogredwarf personality: ogre-like, I'd say dumb as a rock and at least as strong, but I'd be insulting the rock. XD (for reference, see my post in the A.D.A.B. succession wars game thread)	
Title: Re: Flamebanner (Community Fortress) Post by: thunderclan on January 27, 2009, 03:04:20 am	
A pleasure to have you join us.	
Title: Re: Flamebanner (Community Fortress) Post by: thunderclan on January 27, 2009, 10:10:53 pm	
As the Elves led their mules through the gates they passed the platform where Fireheart was standing with a bag in front of him. "My friends, the time has come to choose our first Deputy. In the interest of fairness I have decided to make the descision random. If you feel you can fill the position then step forward and put your mark in this bag."	
Many of the Dwarves pushed their way to the front, placing their unique marks in the bag. Barbarossa, Wok, Sarek, Nil and Legolord were among the first and followed by Iton and Speardwarf. As the crowd stepped away Fireheart waved one of the children forward to make the draw. As the child's arm dissappeared inside the bag the Dwarves prayed to their gods for luck. When the hand reappeared it held a piece of obsidian with a hammer carved into it.	
Seeing the results of the draw Fireheart turned to the crowd. "Sir Nil will be our first Deputy. May he continue to fight honorably for the future of Flamebanner." Nil was lost among the group of friends and fellow soldiers who crowded around him, giving their congratulations and clapping him on the back. ----- The next fight should be up later tonight depending on how serious it is.	
Title: Re: Flamebanner (Community Fortress) Post by: thunderclan on January 28, 2009, 02:49:38 pm	
While I write up the battle report here is the before and after kill count for all 7 Warriors Name: B-A Wok: 23-34 Sir Nil: 17-24 Vabok: 8-9 Hawkfrost: 10-12 Speardwarf: 0-1 Kornash: 5-6 Iton: 0-0	
Title: Re: Flamebanner (Community Fortress) Post by: sonerohi on January 28, 2009, 05:02:15 pm	
Armok Dwarf! What type of heathenistic killing prowess does my dwarf have? I guess it must just be scaring the crap out of the gobbos by charging into battle with a cooking wok on his head.	
Title: Re: Flamebanner (Community Fortress) Post by: thunderclan on January 28, 2009, 07:36:26 pm	
22nd Granite The sand pit was crawling with Dwarves as they scooped sand into bags to feed Legolord's furnace. As the Dwarves climbed out of the pit and prepared to return to the fortress they saw the blurry outline of Sarek go by shouting about something or other. Figuring he had probably been possessed they turned back to their work. ***** Sarek skidded to a halt in front of Fireheart, who was discussing the changes to the farms with Jillian. "G...Gob...Goblins. Coming in...from the...East" he stammered while gasping for breath. With a grim look on his face Fireheart shouted to Vabok, who stood on gate duty "Sound the alarm, get the civilians inside!" As the sound of the Warrior Horn echoed off the walls the civilians came rushing through the gate which slammed shut on their heels. Glancing at Sir Nil who had come to stand beside him Fireheart gave the orders. "Wok will lead the Umbral Shields to the sand pit. Once your squadmates are ready take up a position between the sand pit and the forest." Nodding Nil went to relay the orders to Wok and ready the squads... ----- Have to stop and go over the notes for how best to write the next part. Chew on this and I'll continue in a bit.	
Title: Re: Flamebanner (Community Fortress) Post by: LegoLord on January 28, 2009, 07:47:47 pm	

Yes! YES! MORE SAND!! MORE I SAY!! I MUST HAVE GREEN GLASS!!!!

Lookin' good Thunderclan. Too bad the control freak didn't win the drawing. Probably for the best, though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 28, 2009, 08:14:10 pm**

Can we get an upload of the map to <http://mkv25.net/dfma/> (<http://mkv25.net/dfma/>)?
I want to check it out.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 28, 2009, 08:18:39 pm**

I'll do that after the update is finished. Its a pretty interesting place

EDIT: How exactly do I get the map from the game onto the site?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **January 28, 2009, 10:02:50 pm**

Quote from: thunderclan on January 28, 2009, 08:18:39 pm

I'll do that after the update is finished. Its a pretty interesting place

EDIT: How exactly do I get the map from the game onto the site?

Follow the instructions on the front page.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 28, 2009, 10:33:52 pm**

22nd Granite Continued

Wok led his squad into a position near the sand pit. Behind him Kornash and Vabok stood ready to fight while Speardwarf clutched his spear nervously. His training took over though as battle-cries rose from the trees and Goblins jumped out. 2 Swordgobs with 4 Wrestlers following behind. With a cry of his own Wok drew his sword and charged, Kornash at his side, leaving Vabok and Speardwarf to guard the rear.

As they engaged the Swordgobs the Wrestlers tried to get around the squad to the gates. Vabok vanished underneath 3 of them while the 4th rushed Speardwarf. Raising his spear he tried and failed to get a hit on the swiftly moving Goblin. Dodging another blow the Wrestler smashed his fist into Speardwarf's face. Dazed he stumbled backwards and over the edge of the sand pit. When he stopped sliding and was able to focus again he saw his foe charging him again, jumping over the dead Goblin Vabok had pitched into the pit. Raising his spear to chest level he thrust forward catching the Goblin right through the chest. With his enemy dead he started climbing the slope out of the pit.

Meanwhile Wok and Kornash had managed to kill the other invaders in time to see Sir Nil arrive with Hawkfrost and Iton. Everyone raised their shields or went running for cover as iron tipped arrows started flying from the trees. Vabok took an arrow to the leg and fell behind the cover of a pile of bags. Another arrow punched right through Speardwarf's shield and stuck into the metal just above his eye. The force behind the projectile knocked him off balance and he went down in time to be leapt on by a fresh Wrestler.

Iton watched the edge of the forest with his fingers wrapped tightly around his crossbow. "I may not have any bolts but I can still beat a Goblin to death with the crossbow." he muttered to himself. He was just about to signal Sir Nil that everything was fine when he heard the sound of crossbows firing. With a grunt he went down with bolts sticking out of his hip and leg. Charging the trees Sir Nil and Hawkfrost engaged the Bowgobs and their guards. Hawkfrost managed to remove every limb from the Speargob and Wrestler while Nil smashed the Bowgobs into unrecognizable shapes. With a grim look on their faces they turned as 2 more Speargobs and 5 Wrestlers emerged out of the shadows and surrounded them.

Bax was infuriated. These Dwarves had demolished half his forces with almost nothing lost on their side. As he watched the larger group move to aid their surrounded friends he signalled his men into formation and started for the now undefended gates.

Nil and Hawkfrost stared at their foes with cold hatred in their eyes. They had been disarmed but not before Nil had killed the 5 Wrestlers while Hawkfrost avoided the spears. Now as he heard Wok's cry he leapt into action. Tripping the Goblin closest to him he ran for their weapons as Wok appeared out of the bushes and seperated the Speargobs heads from their bodies with a single swing.

"Hawkfrost, get Iton and anybody else who is to wounded to continue back to the gates. Then get back here." Nil said as he helped Iton to his feet. Nodding Hawkfrost grabbed Iton and started for the gate with Speardwarf and Vabok stumbling behind her.

At the sound of more warcries the 3 remaining Warriors ran back toward the sand pit in time to see arrows smashing into the wall as a lone Goblin fired on the civilians on the walls. Smiling at each other they raised their weapons and charged only to be barreled into by Bax's Wrestlers. The Hammerlord himself stood on a rock a few yards away...

Apparently big battles require 3 updates. Final part up soon featuring the Wok versus Hammerlord Bax fight.
Sorry Nil but you didn't get the chance to fight him.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 28, 2009, 11:34:42 pm**

22nd Granite Finale

Wok, Nil and Kornash fought valiently against Bax's 3 Wrestlers while the Bowgob turned to fire on them. Kornash was the first to fall with 2 arrows in his back and leg. Wok stepped in and sliced apart the Wrestler Kornash had been fighting while he was distracted. He then swept his sword back over his head to catch the 2nd Goblin through the stomach. With a flick of his wrist he sent the Goblin flying into Nil's foe and on until they hit a tree with such force that limbs broke off and flew through the air.

Bax was shocked. His entire force had been destroyed by these Dwarves. He knew that victory had been swiped from his grasp but he could still kill some of these Dwarves.

As Nil pulled an arrow out of his shield Bax leapt off his rock, bringing his hammer around in a wide arc. At the last second Nil brought his own hammer up to block the blow and roll out of the way. Rising to his feet he was to slow to raise his shild or weapon in defense and took the full force of the next blow with his arm. He cried out in pain as he felt the bones snap. "Wok!" he called as he raised his shielded arm against a flurry of hammer blows.

Realizing that he was the only Dwarf left on the field who could fight Wok grabbed his sword off the ground and raised it high as he charged. Bax saw him coming and sidestepped the sword but not the fist that impacted the side of his head. Dazed from the blow it took him a second to realize that he had lost his lis left hand to the mad Dwarf's sword. Raising his hammer he brought it around to smash Wok's face in. Wok leaned back under the hammers swing and thrust his sword again, cutting deeply into Bax's hip.

Feeling rage pulsing through him Bax swung his hammer again and as Wok went to parry he tripped him. As Wok sprawled to the ground

and his sword skidded a few feet away Bax's smile returned. As Bax prepared to crush him Wok glanced around for another weapon. The only remotely useful thing though was a broken spear. Grabbing it Wok turned back in time to see Bax's hammer come down and then fall to the side amid a spray of blood. Bax screamed in pain as Hawkfrost came around the corner of the wall. Rising to his feet Wok grabbed the bleeding Goblin around the throat and stared at the red spiral sewn into his tunic before he shoved the broken spear through Bax's chest.

Gasping and laughing Bax said "I failed but we have the advantage of intelligence on our side. One day Flamebanner will be ours. Our s..." His speech cut off as he was relieved of his life.

Dropping the corpse Wok turned to thank Hawkfrost for her help before he gathered up his sword and started the weary walk back to the Barracks.

We didn't fare to badly
Nil's arm healed after a couple days
Iton, Speardwarf and Vabok suffered several light wounds which healed quickly
Kornash somehow avoided having his organs hit by the arrows and spent about a day resting
Hawkfrost and Wok suffered light arm and leg wounds
And I have no idea what happened to Speardwarf's spear. He doesn't have it though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 28, 2009, 11:35:45 pm**

In case anyone is curious the 2 squads are The Umbral Shields led by Wok and The Walled Years led by Sir Nil

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 29, 2009, 12:14:51 am**

Wok may have killed Bax, but I believe it was Speardwarf's spear that was used to commit the awesome stabbing!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 29, 2009, 02:42:22 am**

And it would explain why Speardwarf no longer has his spear. We'll go with that ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 29, 2009, 01:23:06 pm**

EDIT: I got the map of the top level up but still having issues with the other 3 levels

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **January 29, 2009, 09:58:19 pm**

Speardwarf should get full credit with saving my life, and quite possibly (by association with the previous deed) the whole fortress. It sounds to me like if Wok had failed, Bax would have marched in and slaughtered the civillians. Spearddwarf inadvertently dropped his spear, a small mistake that ended up being a huge windfall.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 29, 2009, 10:14:58 pm**

Its official then...Speardwarf will get the credit for the victory.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **January 29, 2009, 10:35:56 pm**

huzzah! *pats self on back*

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 29, 2009, 11:27:36 pm**

The second level map is up. The surface map is the only one that is to large for the Archive so you won't be seeing the Barracks or cage storage, working on the lower level now.

EDIT: The lower level is uploaded now. Feast your eyes on a near complete map of Flamebanner!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Plank of Wood** on **January 30, 2009, 02:39:38 am**

How is the fish situation?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 30, 2009, 02:49:37 am**

Honestly I completely forgot about it for a few days. Now I'm still trying to figure out where to go with it and how to bring it into the story.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **January 31, 2009, 12:41:02 pm**

Barbarossa: Level 15 is to big to upload. I'll try to post some screenshots of it with the next update which will be arond Sunday night

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 01, 2009, 03:28:05 pm**

15th Slate

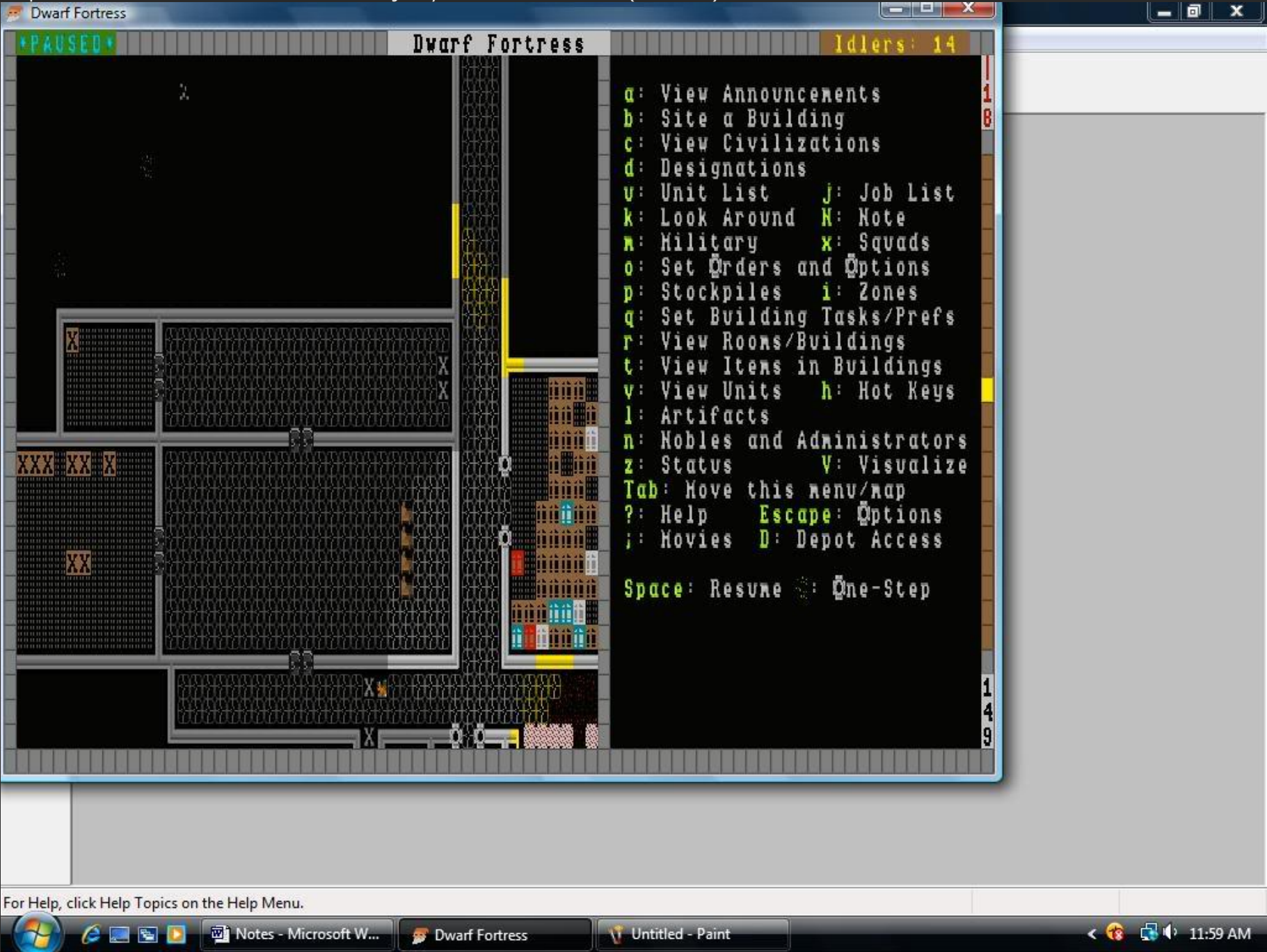
Sir Nil was patrolling the bridge with Hawkfrost and Iton when a scream rose from the trees:

"Snatcher!"

Nil led the group in the direction of the voice and saw 2 Goblins and a Kobold trying to stuff the flailing form of Iton's brother Morul into a sack. With rage coursing through him Iton charged the Goblin holding his brother while Hawkfrost and Nil tore the other Goblin and Kobold to pieces. Grabbing the sack Iton ran back toward the bridge while Nil smashed the Surprised Greenskin into the ground.

Returning to the bridge they found Iton helping Morul out of the sack and sending him back inside.

As promised I have a screenshot of the majority of the surface level (Level 15)



The Barracks and Cage Storage

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **February 01, 2009, 06:15:34 pm**

You know, its weird but I find the image of a goblin cramming a dwarf into a sack utterly hilarious.

Also, its good to see that our military is now so buff they can heal grievous wounds in a matter of days.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 01, 2009, 06:30:44 pm**

Imagine if it was a full grown Dwarf instead of a child.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 01, 2009, 10:11:10 pm**

Woohoo! stop those dwarfstuffers! Now we must make an underwater whale model out of microcline and glass!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 01, 2009, 10:21:35 pm**

We don't have any Microcline though

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 02, 2009, 09:12:22 am**

Cobalt? Or we could make one out of obsidian, that way we got an Orca, and it can be engraved! :P

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 03, 2009, 02:37:11 pm**

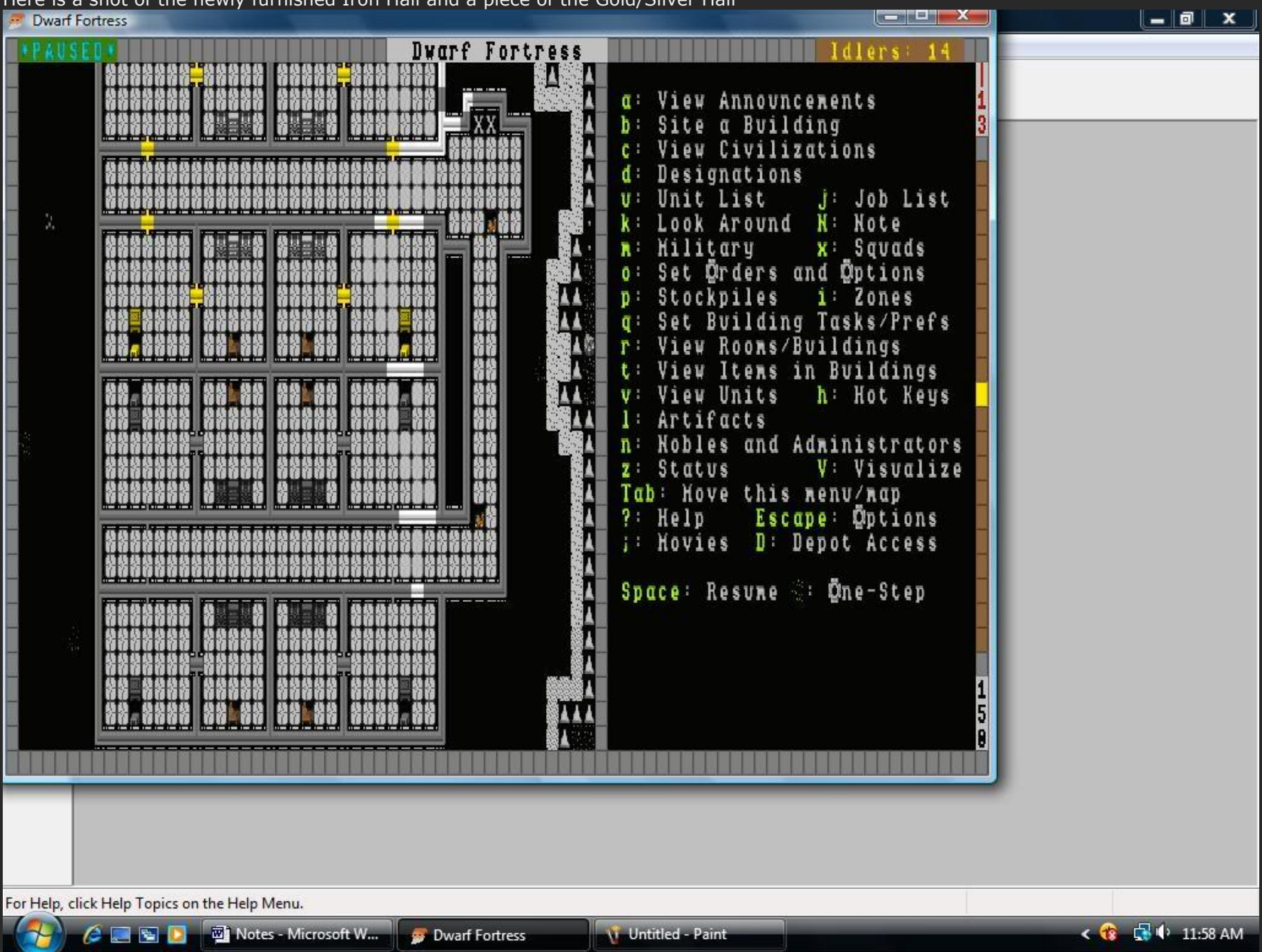
4th Felsite

The halls of the Hotel were filled with Dwarves hauling tables, beds and doors while Barbarossa rushed around engraving every surface he could find. Orwen stood in the center of the hall directing the haulers.

Its quite sad that this was the most interesting thing to happen since the last update.

The Hotel is just about ready to open though.

Here is a shot of the newly furnished Iron Hall and a piece of the Gold/Silver Hall



Title: **Re: Flamebanner (Community Fortress)**
Post by: **Haika** on **February 03, 2009, 11:12:20 pm**

wow, hotel rooms arn't going to be cheap XD

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 04, 2009, 12:37:34 am**

They will be since there is no Economy...Now or EVER!

I'm not the type to allow the fat, pushy members of the Noble class to say that they can live in huge, lavish rooms while those that do actual WORK! are forced to live in the dirt and struggle to keep that.

If anything Flamebanner will be the exact opposite.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Haika** on **February 04, 2009, 12:44:37 am**

Bob: YES. LAZY fat noble slobs bring ME tea naow!

hehe

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **February 04, 2009, 04:26:55 pm**

Ooh, pretty shiny rooms.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 04, 2009, 05:02:08 pm**

Who gets a room?

If Hawkfrost gets one, I have a design for a mural for her floor.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 04, 2009, 05:40:25 pm**

I'm figuring that out now. Rooms will be given during the next update

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 05, 2009, 09:43:19 am**

I think I should have a crazy-awesome suite, for making the idea :P

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 09, 2009, 12:11:29 am**

Sorry for the lack of updates over the last few days. Other things had to be done first. Now I can return to working on Flamebanner

9th Felsite

Every Dwarf turned to look as Fireheart climbed onto a chair in the Dining Hall with a keyring in one hand.

"Can I have your attention!" Fireheart shouted so his voice echoed off the engravings covering the walls. "Orwen's crew have nearly finished the Iron Hall of the Hotel but in the meantime she has given me the keys for the 4 rooms of the Gold and Silver Hall and I have chosen who will be recieving those rooms." As the gathered Dwarves began talking among themselves Fireheart raised his hand for silence before waving his hand toward the Warriors.

"Hawkfrost! Sir Nil! Wok! The 3 of you are the best soldiers we have and have earned these rooms several times over." As the Warriors and Deputy came through the crowd to get their keys Fireheart searched the crowd until he found the Dwarf he was looking for. "Barbarossa! You have been invaluable in covering the walls of our home with history and beautiful artwork. For that I have decided to grant you the forth room of the Gold and Silver Hall."

As Barbarossa took his key Fireheart turned back to the rest of the crowd. "The rest of you have not been forgotten. We will have 4 more rooms ready in a short time and Orwen has apparently been planning expansions for later."

10th Felsite

Sarek was always at his happiest when he was working metal at his forge. He loved being able to turn a block of iron or steel into a blade sharp enough to cut through any armor.

He was busily hammering the blade for Speardwarf's new spear when the Furnace Operator Zaneg came into the room. Sarek took a moment to nod a greeting before turning his eyes back to his work. He was taken by surprise when Zaneg grabbed him by the shirt and hauled him out of the room ignoring his protests.

As soon as they entered the hallway Zaneg dumped Sarek on the floor and rushed back into the forge where he tossed the unfinished spear to the side and grabbed the tools off their racks.

Sarek was picking himself up off the floor when Zaneg rushed out toward the stockpiles. A moment later he returned with a bar of Silver in his hands. At that moment Sarek realized that his friend was under one of the moods that had taken other Dwarves in the past. Dusting himself off he went to find Fireheart and tell him the news as the sounds of hammer on metal came from the forge.

The rest of the update will be up soon. Getting some pictures uploaded and ready to go.

Hawkfrost: I'll post a list of what materials I have to work with soon so you can create your mural.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 09, 2009, 02:06:32 am**

12th Felsite

Speardwarf rushed into the Hotel courtyard where Fireheart and Korgan were looking through a pile of diagrams and drawings. "Fireheart. There are Dwarves coming down from the hills." Speardwarf said as he came within hearing range.

"Its far to early for the merchants to return. Find Nil, tell him to take Hawkfrost and Iton and meet these Dwarves. Find out what they want then report back to me." With a quick salute Speardwarf ran back towards the gates.

Kikrost stopped to peer down toward the forest below them and the walls rising above the trees. She hoped this was their destination. Her attention was diverted when Datan pointed toward the group of 3 Dwarves coming out of the trees toward them. Kikrost could see that these were trained vetrans, carrying a hammer, axe and crossbow. After a word with Datan he started down the hill toward the soldiers.

Sir Nil motioned to Hawkfrost and Iton to halt as a Dwarf with the scorched clothing of a metalworker stopped and introduced herself. "I am Kikrost Shipwebs, Armorer and leader of a group of immigrants. We are looking for the fortress of Flamebanner."

"You've found it." Sir Nil said "I am Sir Nil, Deputy of Flamebanner and these are my men Hawkfrost and Iton. Follow us and we'll give you an escort to the gates as the Goblins have been coming from all directions and we wouldn't want anything to happen to you."

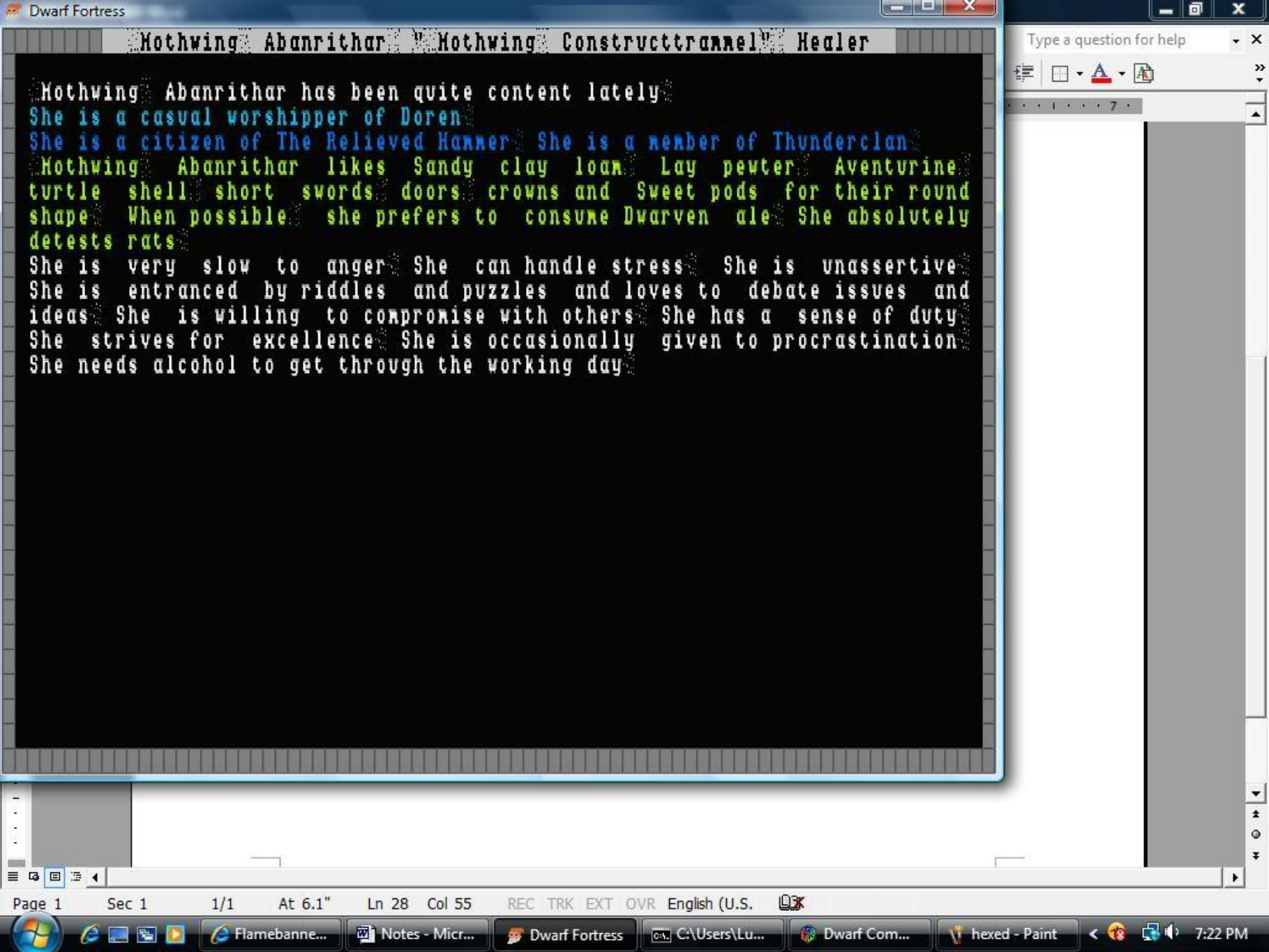
"We noticed the Goblins." Kikrost said as she turned back toward the hill. "They killed some of our companions when we came across the plains. We lost them in the mountains thankfully."

Fireheart stood at the gate with Barbarossa as Nil and Iton appeared around the wall with several unknown Dwarves behind them with traveling packs on their backs. They stopped and Nil stepped forward. "They're immigrants Fireheart. Good to see that your message got through to the Mountainhomes." Nil said. "Where's Hawkfrost?" Fireheart asked as he glanced around for the Warrior. "She's coming, She discovered that her sister Mothwing was with this group." Nil answered.

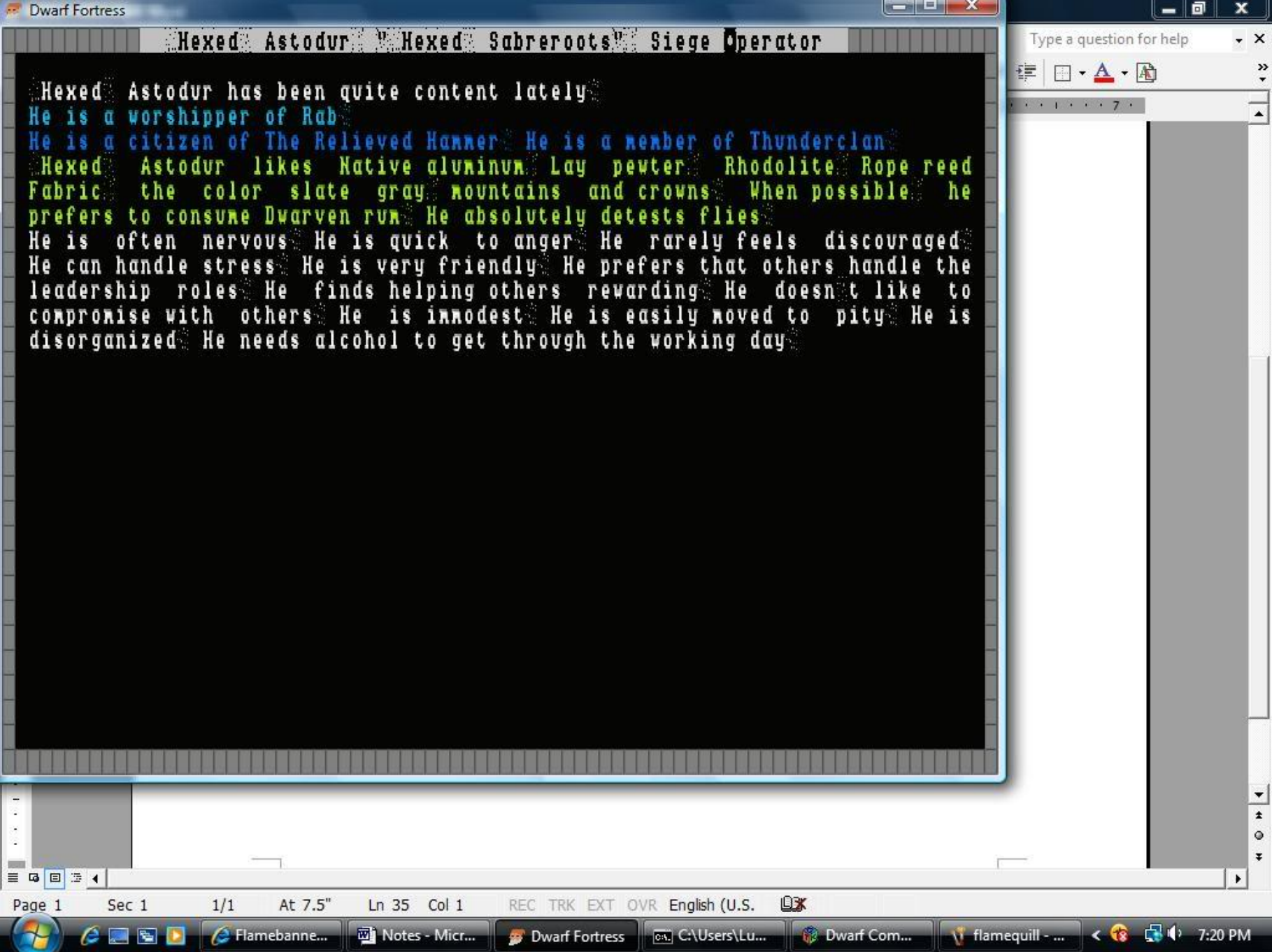
Fireheart turned toward the immigrants who were staring at the Gold gates of the Hotel with awe on their faces. "Listen up please." He said as they turned toward him. "I'm Fireheart, the Leader of Flamebanner and you are all very welcome here. As you go through the gates tell Barbarossa here your name and profession so we can get you all sorted and assigned to work."

After the immigrants had all passed into the fortress Barbarossa handed his stone tablet to Fireheart and vanished after them.

Immigrant List, 12th Felsite
Kikrost Shipwebs, Female Armorer
Tirist Atticfeasts, Male Crafts dwarf
Edem Wipesling, Female Planter
Olin Ceilingravens, Male Peasant
Lolor Budkeys, Female Planter
Cog Springglaze, Male Animal Trainer
Datan Paddleflanks, Female Jeweler
Udib Scouredtombs, Female Peasant
Mothwing Constructtrammel, Female Healer
Hexed Sabreroots, Male Soapmaker, Wants reassigned to Siege Operating
Spoiler (click to show/hide)



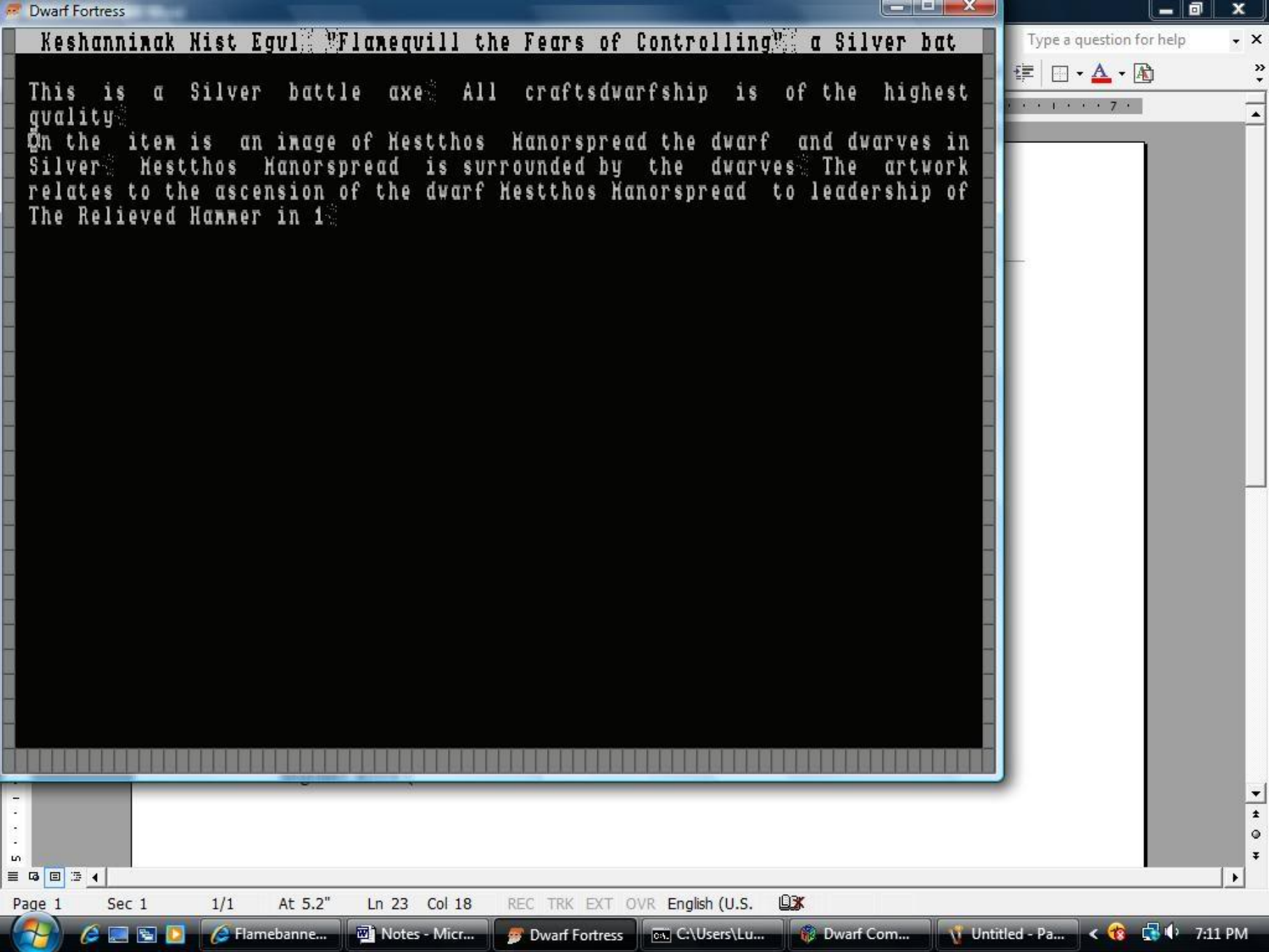
Spoiler (click to show/hide)



12th Felsite: Night

As the new arrivals drank and got to know their new friends there was a shout from above and a moment later the doors burst open as Zaneg rushed in. Every eye was drawn to the weapon he held in his hands. A battle axe made from pure silver. "I call it Flamequills the Fears of Controlling." Zaneg said as he set it on the table.

Spoiler (click to show/hide)



That took a while to write, hopefully you all enjoy it.

Did I miss any Dwarf requests? The only one left on my notes is Bob the Macedwarf who is coming from the children. Also we are now at 42 Dwarves

Hawkfrost: Do you want the artifact battle axe or shall I save it for another Axedwarf?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 09, 2009, 03:56:52 pm**

Sure, that sounds great, I love silver.

How big are the rooms?

Great update by the way.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 09, 2009, 04:16:51 pm**

The bedrooms are 5x5 and the studys are 7x5. I posted a picture on page 18.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **February 09, 2009, 05:29:37 pm**

Ooooooh, fancy rooms. The best I've ever given out is 5x5 rooms for my founders, with 3x3 studies, dining rooms, and tombs. Me likie the big study. I envision mine as full of rather complex graphs, of various creatures, with all the math and physics behind the angle and power of a slice to the neck, and the effect of it written in with it. "If you apply bla bla bla units of force straight to the jugular at a 73° degree angle you will both cut the head off and send it flying exactly 17.9786 feet away".

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 09, 2009, 05:37:36 pm**

I think that all the tombs are 7x5 to. The huge rooms definetly keep the population happy.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 09, 2009, 06:53:47 pm**

You're in luck Hawkfrost. We have LOADS of Silver. I'll check the caravans to see if I can get anything I don't have currently.

Stock Room Report For 13th Felsite: Building Materials

- Felsite, 99+
- Diorite, 99+
- Gabbro, 99+
- Wood, Unlimited
- Limestone, 99+
- Shale, 99+
- Zinc, 99+
- Copper Bars, 67
- Basalt Blocks, 3
- Nickel Silver Bars, 9
- Cassiterite Blocks, 3

Black Bronze Bars, 13
Rose Gold Bars, 9
Brimstone Blocks, 2
Pig Iron Bars, 7
Lead Bars, 99+
Silver Bars, 99+
Tin Bars, 10
Bismuth Bars, 77
Sterling Silver Bars, 6
Electrum Bars, 8
Nickel Bars, 89
Native Silver Blocks, 1
Native Gold Blocks, 1
Diorite Blocks , 1
Bismuth Bronze Bars, 11
Lay Pewter Bars, 8
Aluminum Bars, 6
Brass Bars, 8
Bronze Bars, 8
Billion Bars, 7
Green Glass Blocks, 75
Pearlash, 8
Fine Pewter Bars, 8
Trifle Pewter Bars, 7
Platinum Bars, 8
Steel Bars, 2
Gold Bars, 2
Iron Bars, 9

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 09, 2009, 08:39:41 pm**

Damn, for my mural I need microline or another blue stone.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Haika** on **February 09, 2009, 08:44:34 pm**

Quote from: Hawkfrost on February 09, 2009, 08:39:41 pm
Damn, for my mural I need microline or another blue stone.

Why not use Nickel? or another of the blue-green metal construction materials.

edit: actually, nickel may be grey in construction, the wiki is a little vague. Lay Pewter is a dark blue green though. I know from my community fort.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 09, 2009, 08:45:02 pm**

I'll check the merchants. The Humans or Dwarves are bound to have some. Any other colors you need?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 09, 2009, 08:49:17 pm**

Quote from: Haika on February 09, 2009, 08:44:34 pm
Quote from: Hawkfrost on February 09, 2009, 08:39:41 pm
Damn, for my mural I need microline or another blue stone.

Why not use Nickel? or another of the blue-green metal construction materials.

edit: actually, nickel may be grey in construction, the wiki is a little vague. Lay Pewter is a dark blue green though. I know from my community fort.

I thought nickel was light grey/white.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 09, 2009, 08:52:34 pm**

Give me just a second. I've got the game open right now.

Edit: Okay. Tin is a blue-green color; darker than microcline or adamantine though. It's ore is garnerite, which is bright green.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 09, 2009, 09:53:18 pm**

hmm... new amenity! showers! make a 9x9 box out of silver, with a floodgate as the center roof tile. keep the center hollow, and have a glass door leading to the outside. set up an ingenious system that only allows 4/7 units of water to fall upon the waiting dwarf through the floodgate. (this could be used to remove vomit/blood/mud stains)

As an added bonus, have a room with a magmafall in the center that dwarves walk through to get out of the shower complex. this would be used to remove the 'water covering' that is left from the shower.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 09, 2009, 10:15:32 pm**

Quote from: Barbarossa the Seal God on February 09, 2009, 09:53:18 pm
hmm... new amenity! showers! make a 9x9 box out of silver, with a floodgate as the center roof tile. keep the center hollow, and have a glass door leading to the outside. set up an ingenious system that only allows 4/7 units of water to fall upon the waiting dwarf through the floodgate. (this could be used to remove vomit/blood/mud stains)

As an added bonus, have a room with a magmafall in the center that dwarves walk through to get out of the shower complex. this would be used to remove the 'water covering' that is left from the shower.

Didn't Migrursut do something like that?
And it ended up flooding like half the fort?

And tin sounds great, I guess I will use that.

Title: Re: Flamebanner (Community Fortress)
Post by: thunderclan on February 09, 2009, 10:23:28 pm

I remember Migrursut using that. And after seeing what that one did I'm not going to try and copy it until I'm better with water/magma work. Though that could be an interesting idea... ;D

Also its good to hear that you solved your mural problem since our Human Liason has yet to arrive

Title: Re: Flamebanner (Community Fortress)
Post by: Hawkfrost on February 09, 2009, 10:25:39 pm

Quote from: thunderclan on February 09, 2009, 10:23:28 pm
I remember Migrursut using that. And after seeing what that one did I'm not going to try and copy it until I'm better with water/magma work. Though that could be an interesting idea... ;D
Also its good to hear that you solved your mural problem since our Human Liason has yet to arrive

The only issue is that 5x5 is rather limiting, but I have a rough idea of one.
How does this sound, a mountain of gabbro, topped with silver for snow, with a tin background?

Title: Re: Flamebanner (Community Fortress)
Post by: thunderclan on February 09, 2009, 10:35:22 pm

I could always put it in your 7x5 study if you prefer. Not much but its a bit bigger.

Sounds interesting though I'll probably have to fiddle a bit before I find a plan that looks right.

Title: Re: Flamebanner (Community Fortress)
Post by: Hawkfrost on February 09, 2009, 10:45:04 pm

Quote from: thunderclan on February 09, 2009, 10:35:22 pm
I could always put it in your 7x5 study if you prefer. Not much but its a bit bigger.
Sounds interesting though I'll probably have to fiddle a bit before I find a plan that looks right.

I already have it laid out, but I'm not quite satisfied with it.

Title: Re: Flamebanner (Community Fortress)
Post by: thunderclan on February 09, 2009, 11:03:20 pm

That helps a great deal. Take your time with it, not like your rooms are going to go anywhere.

Title: Re: Flamebanner (Community Fortress)
Post by: Heron TSG on February 10, 2009, 12:23:18 am

hmm... mural... a sunburst made of copper would be nifty.

Title: Re: Flamebanner (Community Fortress)
Post by: thunderclan on February 10, 2009, 12:37:05 am

And probably fairly easy to make

Title: Re: Flamebanner (Community Fortress)
Post by: thunderclan on February 10, 2009, 06:09:24 pm

Fireheart's Journal: 21st Felsite

With the number of Dwarves in Flamebanner growing I decided that it was time to take better care of the bookkeeping. We need a better idea of how much stuff we have around here.

25th Felsite

Fireheart stood looking at the stone model of the fortress on his desk while Orwen and Korgan went over their plans.

"So, just so I'm on the right page here. The plan is to build a tower at the South-East corner of the wall which would allow crossbows to fire on anyone below, right?" Fireheart asked. When Orwen nodded he continued.

"We currently have 1 Marksdwarf and he seems to prefer beating things to death with the crossbow instead of shooting them." He paused to tap the bare roof of the propsed tower. "Add either a ballista or catapult for Hexed and I'll give you the go ahead. We might not use it for soldiers but it may come in handy in the future."

The Masons nodded their agreement and gathered up their blueprints and notes as they headed for the door.

14th Hematite

The crafters were overjoyed when the news arrived that the Humans had just entered the territory. Some of their supplies had dwindled and needed replenishing. They quickly joined the Dwarves hauling crates to the Depot.

18th Hematite

Wok and Kornash were taking the evening watch of the wall and Sand Pit when the cracking of branches reached their ears. Signaling to Nil, who stood alone at the gates the 2 Warriors drew their swords and prepared to fight.

Their alertness was rewarded a moment later as a Goblin Hammerer emerged from the bushes with 4 Wrestlers following behind him. They were so intent on being sneaky that they didn't notice the Dwarves until Kornash had already run one of the Wrestlers through the stomach with his sword.

As the dying Goblin's squeals echoed off the wall the Hammerer turned, bringing his hammer up to smash into Kornash's head with a sickening crack before waving 2 Wrestlers on to the gates. As the young Warrior swayed and fell Wok leapt into action slicing the 2nd Wrestler in half at the waist before turning to face the Hammerer.

At the gates Nil had already silenced his opponents with a swing of his hammer that sent them sailing into the trees. As he leaned back against the wall he kept an eye on Wok's fight, though he doubted the Warrior would need any help.

Wok had meanwhile been beating the Goblin soundly. The foul creature was bleeding from a number of cuts and his shoddy armor had

been broken apart by the strength of Wok's blows.

With a smile Wok leapt forward with 1 more blow that sent the Goblin's body flying several feet. The head hung in midair for a moment before dropping to Wok's feet. Putting the head under his arm he grabbed Kornash's limp form and headed for the Barracks.

Kornash is alive, he just spent about a week uncouncious.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 10, 2009, 06:31:10 pm**

Should I get a room and a study, I would like a mural of a LEGO brick from the side so the dots are visable. Any size brick will do, so long as it is red, blue, or green.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 10, 2009, 06:38:09 pm**

I think I can manage that mural. Fairly simple. Would Green Glass be ok for it? ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 10, 2009, 07:53:06 pm**

19th Hematite

The Head Crafters stood beside Fireheart as the last of the Human's pack animals were unloaded. At a nod from Fireheart they went forward to find the best deals on fresh materials for their respective trades. Fireheart followed more slowly, stopping for a word with the head Trader before looking over the barrels of meat and alcohol and setting several in the slowly growing pile of goods while the Humans picked through the bins of Goblin junk.

The final result was a pile of food and booze, metal bars and barrels.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 10, 2009, 07:57:04 pm**

Quote from: thunderclan on February 10, 2009, 06:38:09 pm
I think I can manage that mural. Fairly simple. Would Green Glass be ok for it? ;D
Aye, sounds appropriate. :D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 10, 2009, 11:01:10 pm**

20th Hematite

Fireheart was relieved when he saw Idil Dunemasseg the Human Liason come through the gate. As they vanished downstairs for their meeting Fireheart called to Skid to send down a barrel of ale.

21st Hematite

The sun blazed down on the Human merchants and their guards as they packed their wagons and prepared to set off for home. Sir Nil and his squad nodded to them as they headed inside for a drink. The caravan had only gone a few yards from the Depot when a whistling sound reached their ears.

As they looked around for the source of the noise a Crossbowman near the front fell to the ground with an arrow sticking out of his chest. As the merchants looked around nervously and the guards drew their weapons more arrows appeared and 2 more Crossbowmen fell dead closely followed by a Swordsman. This broke the ounce of courage they had left and the merchants wheeled their wagons and animals around and charged back to the safety of the Depot...

The battle is beginning. I think it is the biggest force we've faced yet.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 11, 2009, 04:26:15 pm**

22nd Hematite

Orwen sang softly to her son Kubuk as she sat drawing up blueprints beside the brook headwaters. The song turned to a shout of surprise as an arrow tore the blueprints out of her hands and pinned them to a nearby tree.

Turning she saw the Bowgobs reloading as several Wrestlers moved to surround her. Grabbing Kubuk in her arms Orwen took off toward the fortress, shouting at the top of her lungs.

Wok was standing alone at the gate when he heard Orwen's cry. Sounding the alarm he rushed out, sword drawn toward the cries.

As he ran through the bushes another cry rose from the east and he veered off toward the Magma Pipe.

Kornash and Vabok came to Orwen's aid moments later, cutting off the Goblin's advance and allowing Orwen and son to get to safety. As Kornash drew his sword he heard the sound of armor clanking behind him and turning he saw another 2 groups of Goblins melting out of the shadows. A quick look showed that there wer 6 more Wrestlers backed up by 2 Speargobs and a Macegob.

While Kornash stood there in surprise Vabok charged the Bowgobs. Feeling the rush of battle take over he leapt, crushing the first Bowgob under his armored feet. His fists quickly sent 2 Wrestlers flying into the trees amid a stream of curses. Ducking under a Goblin fist he brought his leg up and smashed it into the Goblin's chest, feeling bones crack as the creature fell.

As he advanced on the final Bowgob he stumbled and fell. When he stood again he could no longer feel the rush. As he regained his footing a 2 Wrestlers jumped him, wrapping their arms around his neck as he fell.

Kornash snapped out of his shock in time to block a blow from the Macegob. Raising his sword he delivered a powerful slice across the Goblin's breastplate but it bounced off the metal, leaving the Goblin unharmed. The Goblin swung his mace again, knocking Kornash to his knees. As he knocked the Macegob backwards with a sword thrust 2 Wrestlers charged him. Sheathing his sword he crouched, preparing to break their necks as they went by. The force of the Goblins barreling into him knocked all 3 backwards and into the murky waters of a pond.

Vabok had little trouble dispatching his attackers, leaving them broken heaps on the grass. As he dodged the Speargobs spears he noticed Wok running in from the East. Turning his attention back toward the Goblins he grabbed one of the spears. Using the spear as leverage he knocked the Goblin into the air, impaling it on its own spear as it returned to Earth.

Kornash blinked as the murky water obscured his vision. He could see the Wrestlers flailing in the water around him as he kicked to the

surface. As his head broke through into fresh air he saw the Macegob he had been fighting making huge dents in Wok's shield.

Swimming silently to the edge he waited until Wok had driven the Goblin back enough before he wrapped his arms around the creature's legs and pulled it into the pond with him.

As the Goblin's heavy iron armor dragged him underwater Kornash climbed out of the water. Drawing his sword he proceeded to stab the water where the Goblin had fallen, turning the water red with blood.

Seeing their companions slain in seconds sent the remaining Goblin: a Speargob and 2 Wrestlers running for the trees. Vabok was on them in a second pummeling the Speargob into the ground and swinging the first Wrestler into a tree, where it slumped blood staining the bark. The last Wrestler had gotten quite a lead and Vabok knew he couldn't catch it. Grabbing the fallen Speargob's spear he hurled it with all his might at the escaping Goblin. His aim was off though and instead of killing it he only succeeded in impaling its leg. He cursed as the vile creature vanished into the trees.

Turning back toward Wok and Kornash he saw Sir Nil charging into the clearing with Hawkfrost and Speardwarf on his heels. They lowered their weapons as they saw that the battle was over. Joined by Wok, Kornash and Vabok they headed back to the gates, none of them noticing the cloaked figures watching them from the trees...

I think that is the first time a Goblin has left Flamebanner alive. Though I think its also the first time Wok hasn't scored even 1 kill.

The kill count was Vabok 9 and Kornash 5 (3 of which he drowned). I thought for sure that Kornash was dead when he went in the pool. I didn't know they could just climb over the edge. Made for a great battle though.

I'll leave you guys to read through this while I play out the next few monthes.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **February 11, 2009, 04:50:43 pm**

Holy wow burgers. Was the macegoblin squad the one I went after? Cus if so they must be sneaky, getting past my search and sneaking up on VaBok and Kornash like that.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 11, 2009, 04:59:40 pm**

No, you went after the BowGob squad. The other 2 ambushed Kornash and Vabok.

And they didn't get by you, for some reason you decided to spend most of the battle hanging out by the magma pipe and never reached them until the battle was nearly over.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **February 11, 2009, 05:02:20 pm**

My soldiers do that to me in my castle fort all the time. I'll order them out to fight but they always decide to stand on my bridges instead by the side so that they moat-dodge. It's like they're trying to kill themselves.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 11, 2009, 05:10:44 pm**

Gave Kornash and Vabok a chance to get some kills at least.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 11, 2009, 07:06:39 pm**

yeah, now speardwarf needs to get some kills. ya know, other than that one goblin leader.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 11, 2009, 07:13:53 pm**

Speardwarf's got the second lowest number of kills in the fortress with 1. Iton has 0. Everyone else is in double digits.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **February 11, 2009, 08:38:05 pm**

Hey, think of this Barbosa. That one kill, saved my oh-so-important life. Because later on *SPOILERS* I'm gonna save everyone from a hurricane, meteor, and swarm of locusts in that order*END SPOILERS*

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 11, 2009, 09:09:05 pm**

True, although I wasn't exactly handing you the spear. my ancestors were. DUN DUN DUNNNN!!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 11, 2009, 10:00:16 pm**

Why is Hawkfrost always late!?!

I want her to become a legend among the dwarves of Flamebanner.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 12, 2009, 12:05:59 am**

Legolord: Small problem with your Lego brick mural. Apparently I'm completly incompetant and it came out looking like nothing but a blob of green glass. If you can design your mural then I'll give it another try.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 12, 2009, 01:37:07 am**

1st Malachite

Another small celebration followed on the heels of Legolord and his family being granted the first of the Iron Hall suites. Fireheart even

allowed Legolord to move his beloved glass furniture into his new lodgings.

Meanwhile in the forge Sarek reshaped the spear he had been making for Speardwarf before he was tossed out. As he honed the iron down to a deadly edge he thought about the recent events in Flamebanner. He decided it was time for another trip to the library. Finishing the spear with his personal mark he stowed his tools and went to arm Speardwarf before he got himself killed.

5th Malachite

The Human Liason Idil Dunemasseg and Fireheart shared news from their respective homes. Idil had no idea why they couldn't start the meeting but Fireheart was insisting he wait. Finally there was a knock at the door and Newb came in. "Ah, Newb there you are." Fireheart said. "Idil I want to introduce Newb to you. She is one of our founders and until now has been out of work as a Crafter. With more duties piling up for me to do I find it diffucult to find time to meet with your merchants. Therefore I'm officially appointing Newb as the new Trademaster of Flamebanner."

As he spoke he handed Newb a signet ring. On further inspection she noticed it was the same ring that Fireheart wore and that Sir Nil had recieved when he became Deputy.

As Newb stepped out of the office she could hear Idil and Fireheart discussing the new trade agreements.

6th Malachite

Everyone was surprised when Skid brought out the day's food from the storerooms. They had thought that Skid could only make biscuits but now she was bringing out platters of delicious smelling roasts. When asked about the change in menu Skid replied that she felt she had the skill to cook better things then biscuits now.

Barbarossa immedietly wondered if she could somehow make an engraving to immortalize the event. She did have the entire Dining Hall to engrave now after all.

18th Malachite

Legolord was overjoyed to learn that he now had a 3rd son. A boy that Vabok had named Atir Giltbulwark.

20th Malachite

Everyone in Flamebanner knew that something had possessed Sarek when he ran out of the first party he had thrown since Fireheart had reinstated the Party Area.

Sarek could see exactly what he needed in his mind as he dashed up the stairs and toward the forges. Slamming the door into the wall as he entered he layed out his tools and ran for the stockpiles to collect his supplies...

I have yet to finish Sarek's mood. I'm trying to get something useful, preferably another weapon. So far hes made a low boot, a shoe and an idol. Hopefully he'll make something good soon.

Legolord: Your family now has 6 people. You, Vabok, 3 sons and a daughter.

Skid is now a legendary Cook

Feel free to jump in with journal entries for your Dwarves. Only serves to make this fortress more interesting and fun.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 12, 2009, 05:43:41 pm**

Can my children's professions be customized to "Henchmen" and Vabok's name changed to Igor (Vabok isn't claimed right)?
Just 2x4 a rectangle of green glass floor should do for the mural.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 12, 2009, 06:31:17 pm**

No, Vabok isn't claimed and it will mean I can stop worrying about confusing the 2 Vaboks.

And I don't see any problem with your children being Henchmen

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 12, 2009, 06:54:44 pm**

Huzzah!

Oh wait, that should probably be "Igorina," since it's a female dwarf.

My first champion (in any fort) was named Vabok. I have this permanent image in my mind of any Vabok being a large, mace-toting male thanks to him. I know your pain.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 12, 2009, 07:03:33 pm**

It would have been worse if both Vaboks were Warriors. No end to confusion then.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **February 13, 2009, 08:47:59 pm**

Journal of Hexed Sabreroots, Civilian of Flamebanner

20th of Malachite
[The text below is written hastily and messily]
In the commotion of Sarek running out of the Party Area, I managed to sneak into Fireheart's office and add a little order for three catapult parts to be made. Hopefully, nobody will notice my little edit. Anyway, I guess it's time to go back to the party.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 15, 2009, 01:54:05 am**

I now give you the continuation of Sarek's Mood

20th Malachite Continued

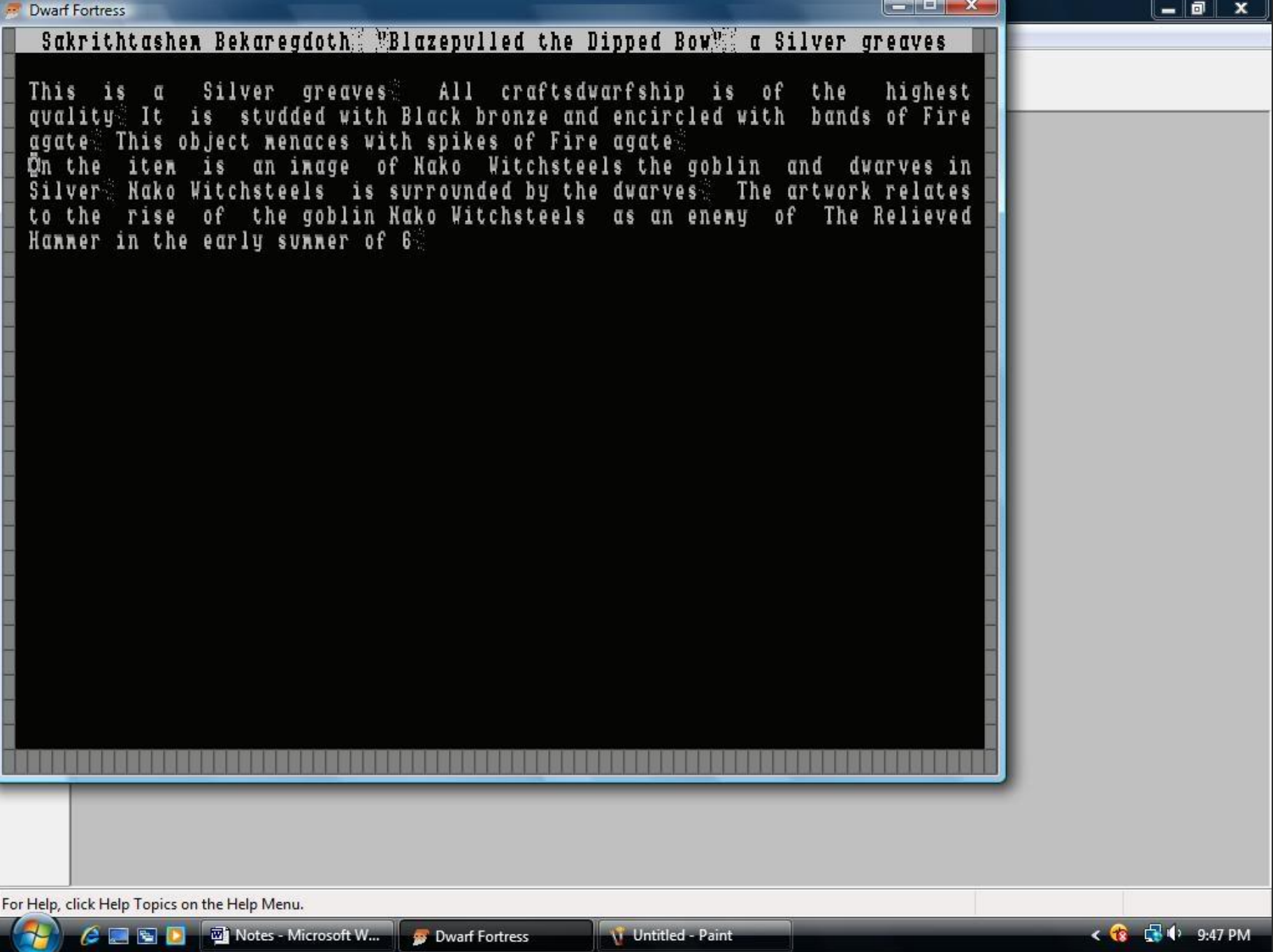
Speardwarf watched warily from the door of the stockpiles as the sounds of Sarek searching for materials reached his ears. He had already seen the older Dwarf rush by with a Silver Bar and 2 Fire Agates but he obviously needed more.

As the crashes stopped Speardwarf stepped into the room, maneuvering around bins and bolts of cloth. He found Sarek standing amid the remains of the once orderly Bar stockpile. As he stared at the mess around them he was nearly bowled over as Sarek ran for the door, leaping over anything that got in his way. After a moment Speardwarf heard the door of the Forgeworks slamming. Relaxing he decided that it was best to return to the party and await the results of Sarek's possession.

24th Malachite

Sarek was greeted warmly when he stepped into the Dining Hall 4 days later. Eyes were quickly drawn to the stunning pair of greaves he carried in his hands. The Black Bronze studded Silver shined brilliantly in the light of the torches as Fire Agate bands wound around between spikes of Fire Agate. What was most stunning was an amazingly lifelike picture of a Female Goblin.

[Spoiler](#) (click to show/hide)

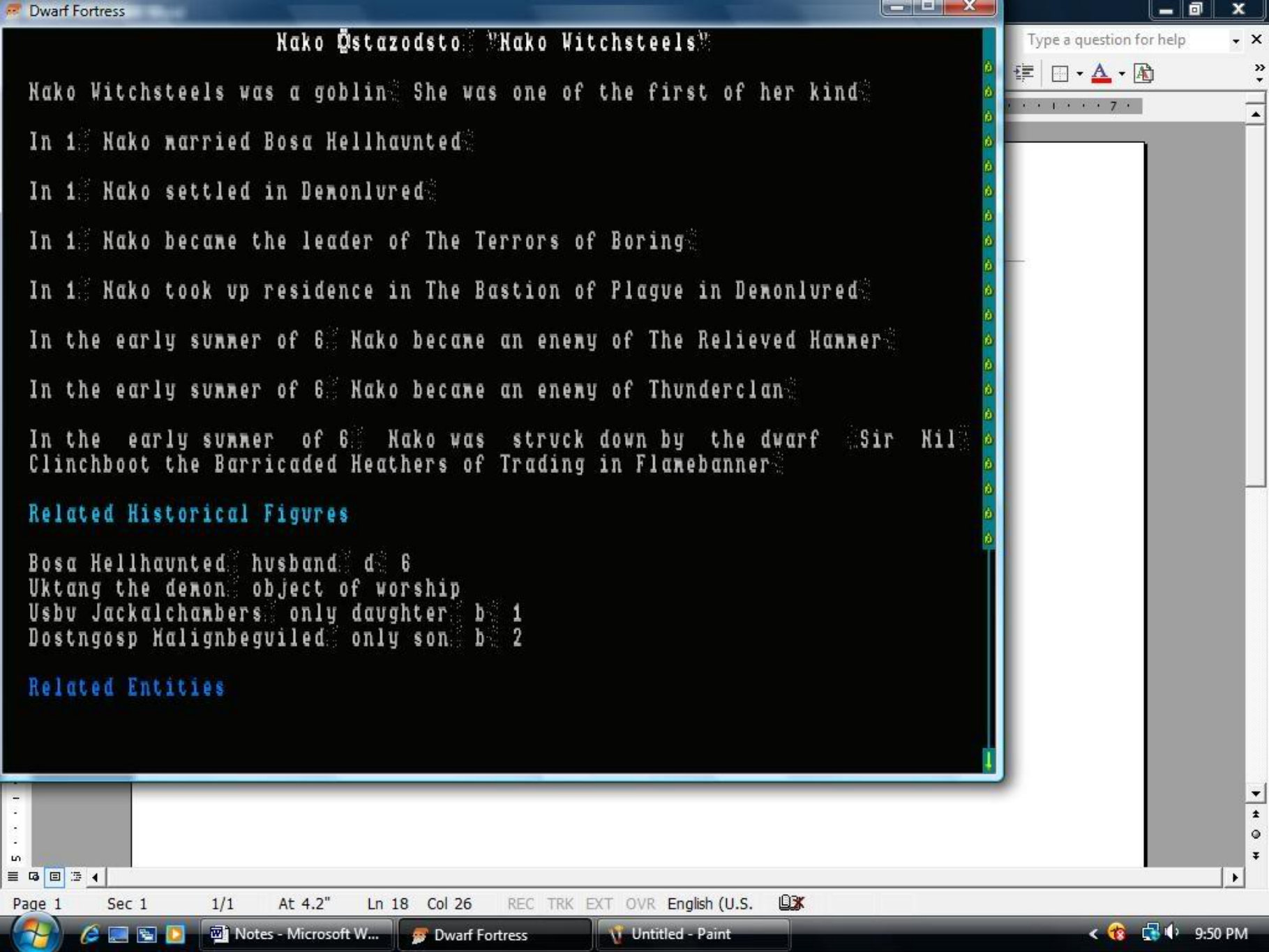


The silence was broken when one of the younger Children called out "What's it called?" "Blazepulled the Dipped Bow." Sarek answered reaching for a tankard.

Finally a decent item and another Silver item. Only took around 15 tries. And I think the name fits the fortress quite nicely.

I was curious about the Goblin on the armor so I looked her up.

[Spoiler](#) (click to show/hide)



Apparently Nako Witchsteels and her husband Bosa thought coming to raid Flamebanner was a good idea. They both fell to Sir Nil's hammer.

"The Terrors of Boring" They make a good enemy.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 15, 2009, 02:29:08 am**

nice! now I think we need an artifact spear, made completely out of rubies! we can call it the 'spear of spear-carrying dwarves'.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 15, 2009, 02:44:39 am**

Sorry to disappoint but Rubies are one of the MANY gems we don't have around here. The gem pickings are actually quite sad. I think its only like 4 or 5 types of rather low end gems.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 16, 2009, 11:04:55 am**

so... how tall is the hotel so far?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 16, 2009, 12:55:57 pm**

So far it is only 3 levels.

Basement Level is Kitchens/Stills and small Dining Hall
Ground Level is Lobby, Managers Office and Pool Room
Second Level is the first 8 Suites.

I'm taking a break from the Hotel so I can work on some other projects so it will remain that height for a while.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 17, 2009, 12:02:39 am**

we need a meatcube!

Meat cube-

Level 1-
XXXXX
X__X
X_O_X
X__X
XXXXX

Level 2-
XXXXX
X__X
X_O_X
X__X
XXXXX

Level 3-
XXXXX
X__X
X_O_X
X__X
XXXXX

etc.

KEY: O=bull
__=floor
X= Cow

Top/bottom floors-

xxx
xxx
xxx

__=floor
x=butcher's shop

Obviously, it would need to be surrounded by walls.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 17, 2009, 01:02:35 am**

So if I'm understanding right you're suggesting we build a giant cube for cow breeding/butchering?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **February 17, 2009, 01:08:54 am**

Meatcube idea is godly. Do it.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 17, 2009, 01:39:16 am**

That definetly looks like something we could make use of. I think I have the perfect spot for it to.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 17, 2009, 10:36:12 pm**

damn, I'm like a megaproject *machine!*

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 18, 2009, 05:03:50 pm**

Just a heads up. Don't expect an update for another day or 2. My computer has been ambushed by viruses and its taking a lot of work to drive them out of hiding.

EDIT: Nevermind, Looks like we're back in business. New update tomorrow at the latest

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 18, 2009, 06:35:27 pm**

Great!

Does this fort have any marksdwarves at all?
Pure melee military is awesome.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 18, 2009, 07:01:04 pm**

Iton Idekfeb, Wielder of Mindbolts is a Marksdwarf...or at least he will be if I ever decide to make him some bolts. At the moment hes using a few that were taken from Goblin quivers.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 18, 2009, 08:35:16 pm**

hmm... so what ever happened to the massive 'tree' idea?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 18, 2009, 08:45:45 pm**

Quote from: Barbarossa the Seal God on February 18, 2009, 08:35:16 pm
hmm... so what ever happened to the massive 'tree' idea?
Too elvish, essentially.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 18, 2009, 09:30:59 pm**

Code: [Select]
12--
11--\\ | //
10---\\ | //
9-----\\ | //
8-----| | |


```
7-----\ /
6-----| |
5-----| |
4-----| ( )
3-----| |
2-----| |
1-----/ \
```

How about this for the tree?
Water is pumped up the branches and falls from the ends into a pool surrounding the tree.
In the hollow at the center of the tree is the home of the current leader of ThunderClan.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 19, 2009, 09:31:34 am**

Code: [Select]

```
12--
11--\ \ | | //
10---\ \ | | //
9-----\ \ | | //
8-----| \ | / |
7-----\ /
6-----| |
5-----| |
4-----| ( )
3-----| |
2-----| |
1-----/ \
```

How about this for the tree?
MAGMA is pumped up the branches and falls from the ends into a pool surrounding the tree.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 19, 2009, 01:12:31 pm**

I don't think we have magma.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 19, 2009, 03:12:11 pm**

No Magma! :o
Then what is powering the Magma Forgeworks? and Legolord's Glass Furnace?
We've been using Magma for a few years now Hawkfrost, where have you been? ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 19, 2009, 03:27:00 pm**

Quote from: thunderclan on February 19, 2009, 03:12:11 pm

```
No Magma! :o
Then what is powering the Magma Forgeworks? and Legolord's Glass Furnace?
We've been using Magma for a few years now Hawkfrost, where have you been? ;D
```

Reading far too many community forts at the same time.
Alright, make the water magma then, much cooler.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 19, 2009, 03:32:25 pm**

Much more Dwarven to, as well as Flamebannerian

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 19, 2009, 08:09:31 pm**

if we had to use water as well, we could make it shoot out cow calves, steam, and obsidian!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **February 20, 2009, 07:26:16 am**

That would be the most dwarven tree ever.
That is all.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 21, 2009, 09:40:54 pm**

Later then I said but a new update anyway. Enjoy

20th Malachite: Fireheart's Journal

Several new members of Flamebanner and some name changes today.

First Newb gave birth to a girl she has decided to name Rith Sternwound.

Shortly after Jillian gave birth to a daughter she named Iton Pagebudded

Then Legolord and his wife Vabok came to me. Vabok was sick of being confused with the Warrior and requested that her name be changed to Igorina. Legolord requested that the titles of his 3 children be changed to Henchman/Woman.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 21, 2009, 10:31:02 pm**

25th Malachite

Fireheart stood looking over a set of blueprints with Orwen while Korgan directed the haulers as they carried stones up to the wall.

"This wall extension should be perfect if we are ever forced to seal the gates on attackers. Iton will be able to fire on invaders without risking himself. And Hexed can finally have that Catapult he was requesting."

Looking up from the blueprints they could see the fortificatifications being set on the wall.

14th Galena

Kikrost listened to the usual chorus of growls, roars and barks as she ascended the stairs to the breeding center with the days feed. Knowing that all the animals were safely in their pens she was unprepared for the Wolf Puppy that ran past her down the stairs. Turning to watch the creature vanish into the hallway she was knocked to the ground as another dozen young Wolves and Puppies rushed around and over her on their way downstairs. After standing and spitting shedded fur out of her mouth Kikrost continued on her way deciding that someone else could handle the Wolves.

Cog was busily hauling bags of sand for Legolord's Furnace from the surface as he reflected on how boring the job was. When the escaped Wolves ran by he acted instinctively. Dropping the bag he was carrying he grabbed a passing Puppy and rushed upstairs to the long unused Kennels.

Fireheart was just preparing to dig into one of Skid's mountain goat roasts when his door opened and Cog stepped inside. "Sorry to interrupt Fireheart but I had a request to make." "Alright Cog." Fireheart answered as he pushed his meal aside. "But make it quick."

"I want to switch from hauling sand for the furnace to training Wolves for war." Cog quickly said. "War Wolves?" Fireheart asked, the familiar look of interest appearing in his eyes. "Very well Cog. Train the Wolves, start with the ones that escaped the Breeding Center."

"Thank you Fireheart. You won't regret this." Cog said as he turned to leave.

Yes you heard right. We now have several War Wolves guarding the fortress, including 2 chained outside the Hotel gates...to gold chains. Further update soon.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 21, 2009, 10:36:49 pm**

Quote from: thunderclan on February 21, 2009, 09:40:54 pm

First Newb gave birth to a girl she has decided to name Rith Sternwound.

Wait...
Newb's last name is Sternwound?
That doesn't bode well.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 21, 2009, 10:54:14 pm**

No, the last names of Children don't match that of the Parents

Newb's last name is Lusterclasp

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 21, 2009, 11:01:30 pm**

Quote from: thunderclan on February 21, 2009, 10:54:14 pm

No, the last names of Children don't match that of the Parents

Newb's last name is Lusterclasp

Well, then I fear for the child.
Keep an eye on that one.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 22, 2009, 01:11:38 am**

The rest of todays update

18th Galena: Fireheart's Journal

Orwen gave birth to a girl today. She named her Ushat Swordmartyrs.

1st Limestone

A party was in full swing to celebrate Orwen and Akhier's eldest daughter Reg Wallfield reaching adulthood. As was tradition Reg was asked if she wished to go into a particular trade. Almost immedietly she answered that she was going to follow her Mother into the Masonry trade. As Korgan came forward to welcome her to the trade and others followed to congratulate the young Dwarf Barbarossa wrote Reg's decision and new position in the fortress down in his book.

Fireheart's Journal: 11th Limestone

Skid broke the line of girls born into Flamebanner recently by giving birth to a boy. She named him Iteb Glenpaddle.

I also finally found the time to dig out a space across from the Barracks for a Siege Workshop so that Hexed can build his Catapult.

The wall walk is finished and now Orwen, Korgan and Reg are busily installing the fortifications. Once that is complete we'll add the platform for the Catapult.

12th Limestone

Rakust Asteshoshosh, the Liason from the Mountainhomes stopped short as he passed through the gates of Flamebanner and was nearly knocked over by the wagons behind him. "Fireheart?" Rakust asked, not believing his eyes as he saw the Flamebanner leader standing outside the Trade Depot with several Dwarves behind him. "We recieved word that you were dead. Killed by a Goblin assassin."

"You heard half right. An assassin did try to kill me. I was uncouncious for about 2 monthes. But I'm fine now and have been for some time. Now come along and we'll discuss our agreement for next year. Your merchants will be dealing with our new Trademaster, Newb Lusterclasp." Nodding to Fireheart Newb walked into the Depot to await the rest of the merchants.

Trade Agreement: 12th Limestone

Flamebanner requests meat, alcohol, barrels, metal bars and stone.
Will provide more Goblin clothing in exchange.

17th Limestone

Newb's Trade Log

We managed to trade several bins of Goblin clothing for 2 dozen bars of various metal, a number of stone blocks of various types, several barrels of alcohol and 2 cows in cages.

20th Limestone

Tirist the Weaver was smiling as he headed past the Sand Pit with a bundle of Cave Spider webs in hand. Having seen the terrible wear on the clothes of the Flamebanner Dwarves...or at least those that still had clothes he was determined to make enough cloth to clothe everybody in silk.

Stopping to collect several webs that were trailing in the sand he saw the light glinting off the armor of the Goblins that were rising from the grass around him. He could see 2 Wrestlers, 2 Axegobs and a Swordgob. He felt that he could make it to the gates with no more then a few scratches. Then he saw the one leading these Goblins. He was covered in iron armor which had several patches of dried blood and mud on it. The axe he wielded was far bigger then any he had ever seen before.

As he caught a glimpse of the red spirals on the armor or body of each Goblin he realized that he might not get out of this in one piece...

Have to leave you guys in suspense for now. Enjoy.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **February 22, 2009, 02:29:00 am**

Warwolves? Gobbos attacking? Sounds like there's going to be more blood.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 22, 2009, 08:15:47 am**

Maybe we need some more defense around the sand pit. We keep losing people that way :-\

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **February 22, 2009, 11:20:44 am**

Build up walls and make a tunnel to cut it off from the outside.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 22, 2009, 12:49:36 pm**

[Quote from: LegoLord on February 22, 2009, 08:15:47 am](#)
Maybe we need some more defense around the sand pit. We keep losing people that way :-\

I don't know, I think we're doing rather well for being 7 years old. I do have some plans for that though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 22, 2009, 12:55:25 pm**

or we could just cover it in drawbridges to THROW them away from the pit.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **February 22, 2009, 12:59:08 pm**

It's really 7 years old? Wow, it's just about as old as Libash Tobat. And you had a dwarf in both of them. Weird.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 22, 2009, 01:50:32 pm**

I stopped world gen in year 2 and its now year 9

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 24, 2009, 10:02:51 pm**

bump! or should I say... bump!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 25, 2009, 01:41:14 am**

The start of the battle. And the realization of a serious hole in our defenses.

20th Limestone

As the armor covered leader swung his axe at his head Tirist ducked away and sped off toward the gates to warn the fortress.

Iton leaned against the wall while he loaded his crossbow. As he watched the road he saw Tirist trampling the brush as he came out of the trees, fear plain on his face. Knowing that invaders must be attacking he raised his crossbow and launched a bolt at the alarm bell, sending civilians running for the safety of the fortress and bringing Hawkfrost and Sir Nil running over from the Depot.

With the 2 experienced Warriors behind him Iton started along the wall in the direction of the sand pit. As they came into the clearing near the pit they saw the Goblins slashing through the undergrowth, no doubt looking for Tirist. Taking aim he fired a bolt at the nearest Wrestler. The Goblin let out a screech as the bolt bit deep into his side.

As the Goblins turned to face the Warriors Hawkfrost and Sir Nil drew their weapons and prepared to fight. Without pausing for a warcry Hawkfrost charged toward the leader, her axe gleaming in the light. Her swing hit the armor and glanced off not even leaving a dent in the iron plate. In the momentary confusion of fighting a Goblin with decent armor she took an armored fist to the jaw, sending her staggering back a few paces. Regaining her composure she brought her axe down on the Goblin's shield twisting around to smack his helmet with the handle as she dodged the counterattack.

Meanwhile Sir Nil was smacking pincushioned Goblins into the trees and the unlucky Swordgob into a pond where she sank unconsciously underwater. Raising his shield to stop the blow of the second Axegob he swung his hammer at the Goblin's legs, being rewarded with a loud crunch as its legs snapped under the force. The doomed Goblin swung again as it fell, axe sticking deep into Sir Nil's right upper leg.

Hating himself for having to leave battle but knowing he wasn't any use with blood pulsing from his leg. Raising his hammer to catch Iton's eye he pointed toward the gates. Seeing Iton nod Nil started limping back toward the gatehouse while Iton turned to help Hawkfrost...

Thats almost one group done. There have been 3 so far though so I have plenty more work to do before this battle is over. Comments and such are welcome as always.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **February 25, 2009, 04:39:41 am**

Soo, where the hell is the rest of the military? Its just those three fighting?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 25, 2009, 08:58:25 am**

Obviously speardwarf is busy killing the goblins on the other side of the future.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 25, 2009, 01:33:53 pm**

Sleeping and Drinking. And its only Hawkfrost and Iton fighting since Nil headed inside.

Hawkfrost and Iton seem to be holding their own nicely anyway.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 25, 2009, 01:36:18 pm**

I was worried for a second there...

What is her skills at now?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 25, 2009, 08:32:48 pm**

The important ones are Shield User, Armor User, Legendary Wrestler and Competent Axedwarf.

20th Limestone: Continued

Iton saw that Hawkfrost was faring well against the Axegob Leader. Several cracks had formed on his armor and he could see blood seeping through as Hawkfrost spun to dodge another blow.

Bringing her axe down on the Goblin's foot she heard the foul creature's howl of pain as several toes seperated from the rest of it's foot. She was to slow to avoid the next blow which tore through her greaves but stopped before it went too deep into flesh.

As Iton tried to get a clear shot at the Axegob he heard more cries rising from the bushes as 6 Wrestlers charged out to join the battle. Seeing the newcomers Hawkfrost swung the flat of her axe at the Goblin's helm and smiled as the Goblin sank to his knees before she turned to the Wrestlers.

These Wrestlers were quick and Iton was having a tough time causing anything more then scratches with his bolts as they charged the 2 Warriors. Hefting her axe Hawkfrost charged the tight group, axe reaching out to slice through arms and legs and the occasional head. Within moments 5 Wrestlers lay delimbed or decapitated around her.

The final Wrestler had broken off and charged Iton. Reaching into his quiver he had encounted nothing but air and he realized he was out of bolts. Remembering his training sessions with Sir Nil he flipped his crossbow around and as the Wrestler jumped at him brought it down on the Goblin's head, the crunch of breaking bone sending the Goblin into death.

I think this may be the longest battle I've ever had to chronicle. Another part coming soon.

And Hawkfrost, Don't think your battle is finished yet...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 25, 2009, 09:23:59 pm**

Quote from: [thunderclan on February 25, 2009, 08:32:48 pm](#)

tore through her greaves

which stopped the blade before it went to deep into flesh.

other than this, i like your writing! sounds pretty epic.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 25, 2009, 09:30:48 pm**

Can't have great writing every time. Esspecially when its just Goblins.

Glad to hear you guys aren't bored with my writing though. :D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 26, 2009, 04:30:48 pm**

Third part of the battle

Busy wiping the blood off her axe Hawkfrost didn't notice the blade swinging at her until it smashed into her back. Rolling as she hit the ground Hawkfrost saw the Axegob Leader, eyes red through his helmet and blood dripping from his axe. Glancing past him Hawkfrost saw Iton splayed on the ground.

With a horrible yell the Axegob brought it's axe down on Hawkfrost who rolled to her feet as the blade bit into the ground. Raising her own blade she smashed it down onto the Goblin's arm with a satisfying crunch. She could see the Goblin wince with the pain but a second later she was forced to duck under a horizontal slice aimed at her head. Ducking low she sent her axe flying toward the Goblin's legs

where it glanced off the armor before she was kicked in the side with an ironclad foot.

As Hawkfrost rose to her feet and watched the Goblin charge her her mind was working desperatly to figure out a way to breach the brute's armor. As she raised her axe to meet the Goblin's blow an explosion rocked the ground and sent her staggering backwards raising her shield to block the razor sharp bits of iron that rained down.

After the rain stopped she lowered her shield to see Iton standing several yards from where she had last seen him, clutching a quiver in 1 hand and his crossbow in the other with a trail of smoke leading from it to the Axegob who lay surrounded by metal that had been blown off his armor.

Apparently he wasn't done yet though as he rose to his feet and hefted his axe again as he glared at Iton. Not giving the insane Goblin a chance to move Hawkfrost swung her axe hard at the ragged hole blown in the back of the Goblin's armor. The pained flailings og the Goblin tore the handle from Hawkfrost's grip. Seeing Iton loading another bolt in his crossbow Hawkfrost raised her shield.

As the Goblin got closer Iton pulled the trigger on his crossbow and sent a bolt flying. As soon as it stuck into the Goblin's flesh Iton poured every ounce of his strength into the bolt causing another explosion before ducking behind his own shield as bits of iron and Goblin fell. When the dust cleared Hawkfrost and Iton could see nothing but a small crater where the Axegob had stood. The only thing left was his axe, gems glinting evilly in the light as the Warriors headed back to the gates.

21st Limestone

Snodub couldn't believe his luck. For years Goblins had been trying to breach the gates of Flamebanner and here he'd found the back door. He could hear the drunken singing of the merchants in the Depot below as He and his men swung their grapples.

None of the Warriors or civilians were expecting to hear the cry that rose late in the day. "The walls have been breached!!"

As Dwarve rushed outside they stopped short. Every single Dwarf there knew the Goblin who stood beside the Depot where the merchants cowered. Snodub Stophatred was known throughout the world as a mercenary who had been key in the downfall of several major Dwarf fortresses and Human cities. He was a master with the pike and incredibly sneaky. As the Dwarves watched several more Goblins appeared on top of the wall. 2 Wrestlers and 3 Macegobs...

Now we have a Pikemaster and his men inside/on top of the walls. Apparently I didn't notice that the wall is still connected to land meaning that anyone can walk right onto it. Have to fix that once these Invaders are dead.

Also the kill count for the last fights were:

Sir Nil: 4
Hawkfrost: 7
Iton: 1

Hope you guys enjoy reading this. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **February 26, 2009, 06:22:27 pm**

Nice!

What kind of axe did he drop?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 26, 2009, 06:28:53 pm**

A Greataxe as befits a Goblin of that insanity. He was knocked uncouncious twice and got back up both times. Never seen that happen before.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **February 26, 2009, 08:01:48 pm**

I love how Iton can make their bolts explode to shred through armor like normal bolts do anyways.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **February 26, 2009, 08:08:39 pm**

Definetly one of the many awesome ideas you guys have given me.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir diesalot** on **March 01, 2009, 11:59:50 am**

Wow by the end of this fort I'm going to have so many scars that I'm going to look like The Nameless One from planescape:torment.

Great story writing, the fort is going well so far.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 02, 2009, 09:01:42 am**

You know what we need?

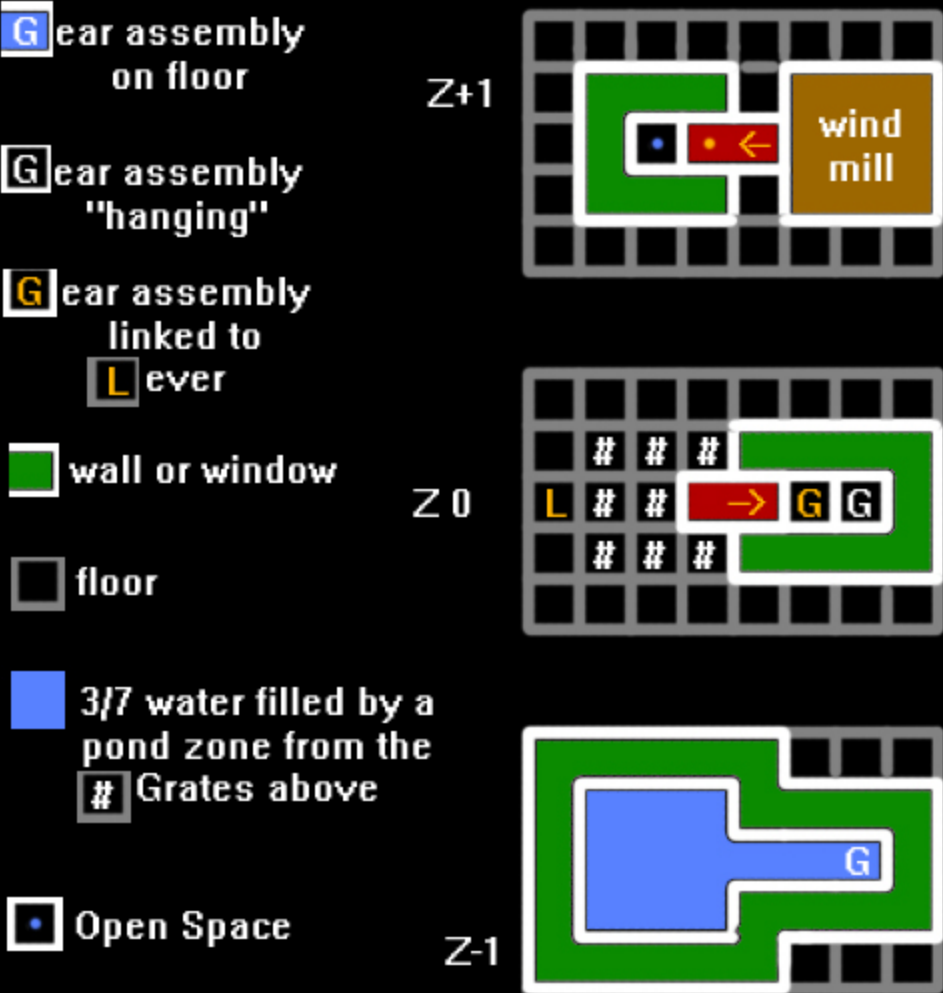
Quote from: AncientEnemy on March 02, 2009, 07:54:35 am

in working out that tower I came to the following idea, a mini-waterfall. since all they care about is the mist, this is a quick build and makes a nice dining room accessory:

here's my prototype:
<http://mkv25.net/dfma/movie-1144-mistgenerator>
(you can see in that movie at least a little bit of what i was talking about with the wall-less pump tower, the exit tile from the lower pump is almost always bone-dry as the intake from the pump above sucks it up)

I think it can be shrunk even more to become the following:

Micro Mist Generator



heh, i'm a genius, i forgot to indicate the pumps. the important part is that the 'exit' tile of the upper pump be over open space, so power is transmitted from the lower pump

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 02, 2009, 07:25:04 pm**

The battle is finally over. But there were many casualties. The report will be up soonish along with a deathtoll

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **March 02, 2009, 07:26:08 pm**

So, Barbarossa, one of those for each suite? They are micro, after all.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 02, 2009, 07:36:40 pm**

I still need to post my mural, right?

Code: [\[Select\]](#)

```
.....
..-.-+
.-.-..
=---.
=====
```

- . is blue
- is silver
- + is yellow
- = is a dark stone

That should be fine.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 02, 2009, 08:37:46 pm**

21st Limestone

It only took a moment for Sir Nil's instincts to kick in as everyone stared dumbly at the Goblins before them. Grabbing Wok and Kornash he yelled at them to get the civilians to the Dining Hall and guard them. As Dwarves fled into the depths of the fortress Vabok, Iton and Speardwarf came through the crowd to stand beside Hawkfrost and Sir Nil, weapons drawn.

With a cry the Warriors charged Snodub who stood watching them as he calmly drew his pike. Sir Nil was the first to reach the Goblin, swinging his hammer at his head only to be smacked across the courtyard where he smashed into the walls and slumped to the ground. Hawkfrost brought her axe down and managed to scratch Snodub's iron armor as he sent Vabok crumpling to the ground. Hawkfrost swung again but was deflected and thrown through the air to land among the bones and rotting corpses in the refuse pile.

Iton let fly a bolt from his crossbow and once more poured his strength into it as it thunked into the pikes wooden handle. As Iton released the strength he ducked behind his shield awaiting the explosion. After a moment he peeked over the shield in time to see Speardwarf flying at him. As the 2 Warriors were knocked back into a heap Snodub pried the bolt out of his pike and tossed it at the spot where Iton and Speardwarf had landed. Upon hitting the ground the bolt glowed slightly before it exploded showering the area with dust and bits of rock.

Snodub glanced around at his fallen opponents and, laughing turned his attention toward the Merchants cowering behind their Guards inside the Depot...

Apparently Flamebanner Warriors aren't as tough as we all thought. At the moment Snodub has NO injuries.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **March 02, 2009, 08:40:40 pm**

This is why I normally don't ask for military dwarves :'(

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 02, 2009, 09:24:57 pm**

With a cruel grin on his lips Snodub leaped into the group of Guards that stood before him, the blade of his pike cutting the air and Dwarf flesh alike. An Axedwarf and Sworddwarf were killed instantly, stabbed by the spike topping the blade and tossed through the entrance of Flamebanner.

A Speardwarf threw her spear at Snodub, who caught it and sent it flying back into the poor Dwarf, stabbing her through the lower body and pinning her to the wall of the Depot. He parried several swings from a white bearded Hammerdwarf and lashed back, slicing through the Dwarf's armor and leaving him in a growing pool of blood.

Another Sworddwarf and Axedwarf rushed Snodub. Swinging the pike back into its sheath he reached out and grabbed the Guards by the arms and proceeded to smash them into the walls and each other. As their cries of pain ceased he dropped them revealing the mangled arms through the broken armor.

At the sight of both their own Guards and the Thunderclan Warriors falling to the armored figure before them the Marksdwarves grabbed their quivers and fled through the entrance of Flamebanner, seeking safety. With the Guards gone Snodub turned to the Merchants. The pack animals and their guides stampeded out of the Depot in hopes of escaping into the woods and back home leaving the wagons behind.

The head Merchant dropped with a mangled legs as Snodub proceeded to kill 2 horses and smash the wagons to splinters. The remaining horses, freed of their burdens rushed to follow the others to the gates. As Snodub began stabbing the Guards and Merchants who were still alive he felt a bolt hit him in the back through the armor.

Turning he saw a Marksdwarf hastily loading another bolt. Seeing Snodub start toward him the Dwarf backed away as he tried to slide the bolt into place. He prepared to fire as Snodub's pike arced down and smashed into his left wrist, knocking the crossbow from it and bringing forth a cry of pain that was quickly silenced with a punch to the face.

Turning at a cry behind him Snodub saw his men coming out of the tower that connected to the wall and charging the stampeding horses...

Awful lot of dead/injured Dwarves. Not looking good.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 02, 2009, 09:54:55 pm**

Crap, I think it might end here...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 02, 2009, 09:58:54 pm**

Why would you think that? ???

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 02, 2009, 10:05:13 pm**

Snodub is so powerful!
He reflects everything we throw at em!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 02, 2009, 10:11:12 pm**

There is that I suppose. Thunderclan still has a few tricks up its sleeve though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 02, 2009, 10:31:41 pm**

we must crush them, or they will never be our food!

Oh yeah, and the sticking-out section of that waterfall generator is supposed to be used to pump water to the top. a grate on the roof of it can be used to refill the pool.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 02, 2009, 11:12:30 pm**

Preoccupied with slaughtering terrified horses not even Snodub noticed Wok running up from the lower levels. As he saw the grass soaked with blood and the fallen Dwarves everywhere...including his friends and fellow Warriors rage flowed through him. Ripping his sword from its sheath he let loose a wild cry and charged the nearest Goblin, a Wrestler who leapt to the side to dodge the blade and recieved a broken neck instead. The other Goblins and Snodub turned on Wok and the Wrestlers and Macegobs rushed him while Snodub hung back to enjoy the show.

The 2nd Wrestler quickly joined his friend in death, minus his head. The 3 Macegobs rushed him as one, slamming their maces into Wok's shield and armor as his sword cut gashes in armor and skin. As Goblin blood pooled on the grass 2 more headless corpses fell. The final Macegob stared in terror at the fierce warrior before him and turned to run. He got all of 2 feet before Wok slashed his legs and sent him flying to the base of the wall.

I told you guys we still had a trick up our sleeve.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 02, 2009, 11:17:54 pm**

Now all that remains to be seen is if Speardwarf will leap off of a cliff and stab Snodub through the heart. Even better if they strangle each other to death afterwards. I wouldn't be averse to my dwarf dying in such an epic manner :P

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 02, 2009, 11:29:50 pm**

As the legless Goblin impacted the wall Snodub charged Wok with a roar. Wok ducked as the pike swung down to split his head. Swinging his sword he did no more damage then anyone else had against the spiraled armor. Changing tactics he tried chopping at Snodub's head but the Goblin leapt aside and left Wok spinning as the Pikemaster stabbed the pike tip through his arm, sword falling to the ground as Wok fell to his knees and Snodub raised his pike high as another cruel laugh escaped his lips...

Sorry for breaking it up so much but the internet is trying to screw with me by closing randomly and I refuse not to post this tale now.

As the pike swung down it deflected off the head of a hammer. Raising his head Wok saw Sir Nil standing in front of Snodub. Nil leapt back as he pushed the pike away from Wok who managed to stumble unsteadily safety before collapsing again.

Gritting his teeth Nil raised his shield to deflect another attack. The point of the pike stabbed staright through the shield. Snodub's strength snapped the straps holding the shield to Nil's arm and sent it clattering to the ground. Without his shield Nil was forced to go on the attack and use his speed to avoid the blows of Snodub's pike.

Ducking under a swing of the pike Nil rolled to Snodub's left and sprang to his feet, hammer swinging and leaving a large dent in the armor and causing Snodub to stagger. After several more blows Snodubs armor was greatly dented but still strong.

Sending the pike slashing again Snodub waited for Nil to duck away before using his leg to trip Nil up, sending him to the ground. Survival instincts kicking in again Nil rolled to the side and grabbed Snodub's leg pulling him down. Standing and grabbing his hammer he proceeded to beat Snodub's armor into an ugly wreck of dents and tiny cracks.

Raising the hammer for another blow he had completely forgotten the pike until it pierced his leg. As his leg buckled under him Nil edged backwards to avoid Snodub's pike. As the Goblin leapt at him, pike tip ready to pierce his heart Nil drew the dagger from his belt and plunged it into Snodub's helmet. The heavy iron buckled under the thin blade and an outraged cry echoed from inside as the dagger sunk deeply into Snodub's head, silencing his cruel laughter forever.

As he withdrew the dagger and stepped back Snodub's body fell to the ground the armor that he wore began to flake away, soon leaving nothing but the red spiral on the chest of an ugly Goblin.

The first thing Nil did was to head downstairs get Kornash to put the civilians into groups to cart all the bodies away and look for survivors. Finding Fireheart he reported that the attack was over but the price was high. Then he went topside to help his friends while the civilians clustered around Kornash.

Upon reaching the surface he rushed to the first Warriors he saw. Iton and Speardwarf were still laying in a tangled heap amid the debris of the explosion but after a few moments of shaking they came to groggy, confused and with large gashes in their armor but their injuries would heal.

Wok had already been carried inside to the Barracks with Vabok so he proceeded to look for Hawkfrost. After a while he found her half-buried under a pile of bones and rotten corpses but alive. She was still uncouncious but her wounds didn't look to serious.

As the civilians came out and stopped to marvel at the destruction wrought by one Goblin Sir Nil pulled Mothwing aside and sent her back inside to the Barracks while he stayed to supervise the clean-up.

Some battle. Alot of injuries but none of our Warriors are dead. At least not yet.

24th Limestone

3 days after the battle Sir Nil knocked on the door to Fireheart's office and entered. He could see Fireheart behind a stack of papers that he pushed to the side as Nil approached. "Well Nil." He said after a moment. "How bad was it?" "Our injuries are healing well. Hawkfrost's sister Mothwing has turned the Barracks into a hospital and is making great progress. Wok is already walking the halls again and Iton and Speardwarf's are healing quickly. Vabok is still suffering from his broken arm. Hawkfrost is still out cold though. We can tell she is alive but she's uncouncious." Nil reported.

"At the moment the Merchants with pack animals are still slowly returning. They managed to escape the fighting. The wagon drivers and all the Guards we've found were dead but we're still searching the wreckage of the wagons for survivors."

"What is the current deathtoll?" Fireheart asked. "7 Horses, 1 Marksdwarf, 2 Sworddwarves, 1 Axedwarf, 1 Speardwarf, 1 Hammerdwarf and 1 Merchant." Nil replied. Nodding Fireheart gave his orders. "Go tell Mothwing to take whatever she needs for our Warriors, the stockpiles are at her service. Then return to the search and let me know the moment anyone turns up alive." "Yes Fireheart." Nil said as he turned to go.

"One more thing." Nil said as he reached the door. "Most of our weapons and armor were torn up in that battle. We should have Sarek and Zaneg forge new equipment." "You're Deputy Nil, find Sarek and get what you need made."

A collection of broken limbs, several heavy wounds and a caravan almost wiped out by one Dwarf. I'm just glad the Liason was downstairs where it was safer. We need him.

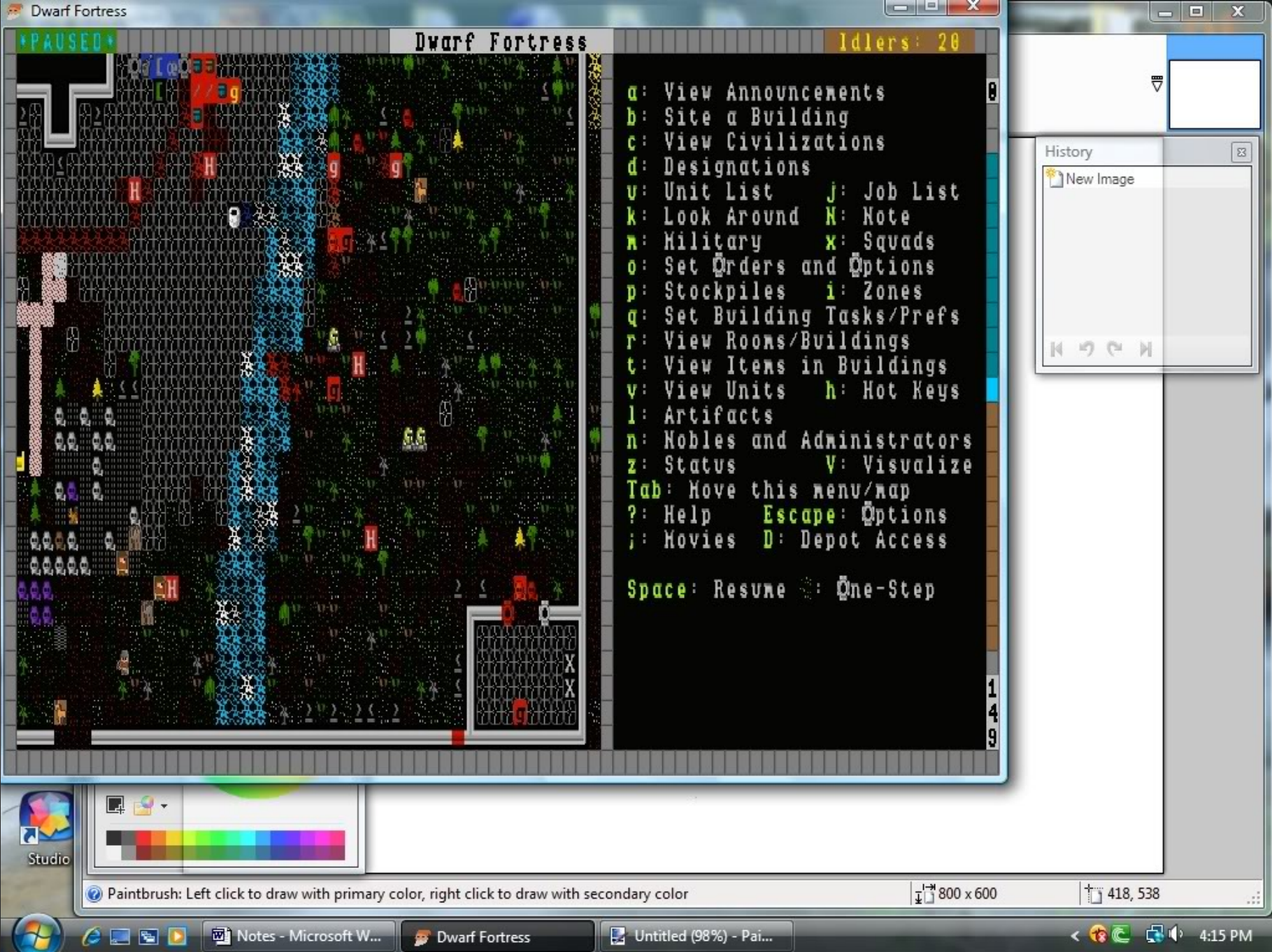
I am planning to reforge everyones armor and weapons. This was a bad fight and now that we have Legendary Armorsmiths and Weaponsmiths I think it is important. Esspecially with all the Iron we have now.

Hawkfrost if its appealing to you I'd like to give your Dwarf the artifact Axe and if anybody wants the artifact Greaves let me know. If you want to carry 2 weapons instead of 1 weapon and shield then now is the time to say so as well.

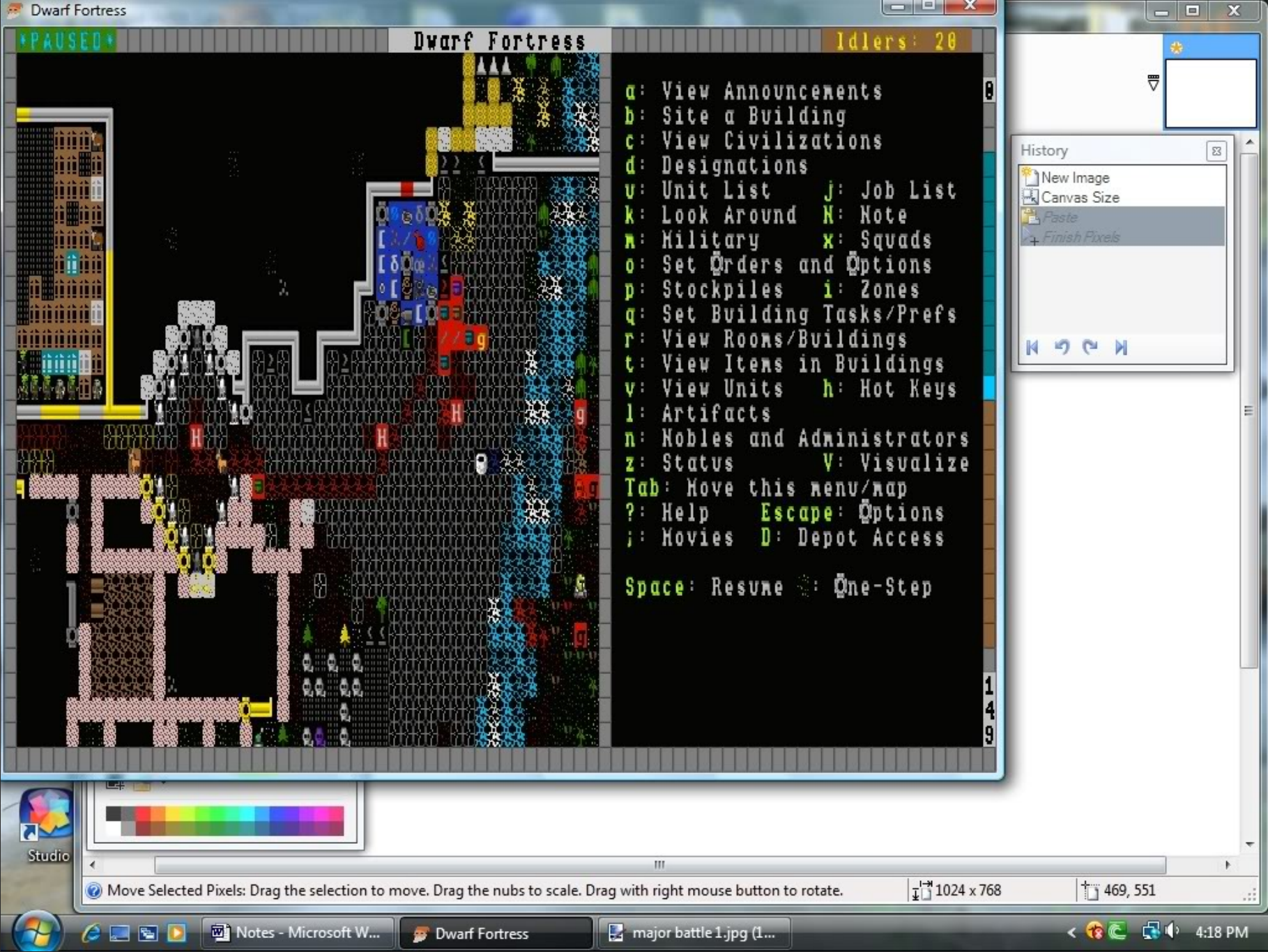
Enjoy the story.

And before I forget I took some shots of the aftermath battlefield.

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)



Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **March 03, 2009, 02:09:53 am**

Holy. Holy. 0_o. Wow, just wow.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 03, 2009, 02:13:57 am**

The Good wow or the Bad wow?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 03, 2009, 08:33:33 am**

wow! I'll take the greaves, btw.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 03, 2009, 12:59:30 pm**

Sure, that would be great if Hawkfrost could have the axe!

Epic fight, Nil should be deputy.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 03, 2009, 01:25:52 pm**

Nil is Deputy remember?

So Hawkfrost gets Flamequill and Speardwarf is getting Blazepulled.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 03, 2009, 01:30:51 pm**

Do'h, I forgot.
Well, he earned it.

The question is, will he go all Tigerclaw on Fireheart?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 03, 2009, 01:35:29 pm**

That remains to be seen along with the other mysteries surrounding our fortress.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **March 03, 2009, 04:46:47 pm**

Awesome storywriting Thunderclan, you made me think "oh christ I'm dead," but then I got my own epic fight.

"This is a masterfully written story, it is adorned with bands of awesome."

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 03, 2009, 09:24:17 pm**

I'm surprised The Decapitator wasn't decapitated by that pike. Wickedly good writing Fireheart.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **March 04, 2009, 05:06:54 am**

Damn, all of that and Kornash didn't even fight...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 04, 2009, 12:31:22 pm**

He's also the only one not injured

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **March 04, 2009, 04:19:46 pm**

Well done with this battle. Amazing to see none of our dwarves died.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 04, 2009, 04:32:54 pm**

Got our share of broken bones for Mothwing to fix up though

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 04, 2009, 09:01:00 pm**

I wonder what kind of gems cause armor to become very hard, but crackable?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 05, 2009, 12:21:49 am**

25th Limestone

Fireheart stood outside the Depot with Rakust and Sir Nil as Kornash and Speardwarf carried another bloodied Dwarven corpse out of the wreckage of wagons littering the floor.

Fireheart turned to Sir Nil and asked. "How many dead does that make Nil?" "14 by my count." Nil replied "6 Merchants, 5 Sworddwarves, 1 Hammerdwarf, 1 Speardwarf and 1 Marks dwarf."

"Don't worry about the dead Rakust." Fireheart said as he turned to face the Liason. "They'll be laid to rest on our tomb level. And once Mothwing patches them up the 3 surviving soldiers can escort you and the merchants back to the Mountainhomes."

As the Liason opened his mouth to speak Fireheart stopped him. "We'll be fine. With so many hands this mess will be cleaned up in no time and Mothwing is a talented Healer. Speardwarf and Iton were caught in an explosion and they are already back on duty. We'll recover as we always have."

14 dead Dwarves will almost fill the tombs. Have to add some new tombs eventually. I still find it pretty good that while 16 tombs are

occupied only 1 is occupied by a Flamebanner Dwarf.

Anyone who wants to write in their Dwarves journals while I work on the next update feel free.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 05, 2009, 12:31:28 am**

By the way Sir Nil I changed your name as I felt was proper.

You are now:**Sir Nil Clinchboot The Barricaded Heathers of Trading, Decimator of Snodub Stophatred**

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 05, 2009, 12:50:14 am**

wow, nice name! Does spardwarf or Barbarossa have an awesome title like that?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 05, 2009, 01:21:14 am**

No, Speardwarf doesn't have the kills for a title and Barbarossa isn't a Warrior.

Interesting fact: Snodub earned a title while he was slicing apart Merchants.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 05, 2009, 03:28:20 pm**

So what are the titles of the other dwarves so far?

And what title did Snodub get?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 05, 2009, 03:59:49 pm**

EDIT: I feel SO stupid. Almost a whole day of trying to figure out my modem problems and in the end all I had to do was stick a pin into the reset button on the modem. :-[

Didn't even know there was a reset button. I'll be working on the story again now and will include all the current titles with the next update.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 08, 2009, 12:34:18 pm**

I give you your Champions!

Wok Daleletters The Elder Hide of Doctrines, Decapitator

Speardwarf Dwelledcloister, Warrior

Kornash Mansionbrims The Perplexing Iron, Warrior

Vabok Ropeviper The Grieving Land of Craft, Warrior

Sir Nil Clinchboot The Barricaded Heathers of Trading, Decimator of Snodub Stophatred

Iton Brainarrows, Wielder of Mindbolts

Hawkfrost Hatchetstirred The Wealthy Lions

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 08, 2009, 12:35:43 pm**

And our 2 worst foes

Bax Witchlobster, Hammerlord

Snodub Stophatred Tulip of Actions, Pikemaster

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 08, 2009, 12:59:41 pm**

And the next update

23rd Sandstone

The fortress was going through one of its busy times. Legolord was carrying green glass to his suite to create a mural, bodies were being carried down into the tombs or tossed on the refuse pile to rot and Zaneɡ was busily melting down Goblin armor. Everyone was so focused on their work that they paid no attention to the Dining Hall where Sarek sat with his new apprentice Olin Ceilinggravens and Sir Nil to discuss the reforging of the Warriors armor.

"So you want me and Zaneɡ to reforge all your armor and weapons?" Sarek asked as he pulled out a tablet to write the order on. "Yes Sarek, this last battle has convinced me that our weapons and armor are to weak to stand against the greater threats to our home." Sir Nil answered.

"Same order as last time I'm assuming? 7 full sets of Iron Chain and Iron Plate, 1 axe, 1 hammer, 2 swords, 1 spear and 1 crossbow, helmets, breastplates and weapons decorated?" Sarek asked, poised to write the details. "Hawkfrost is going to use Flamequill and Blazepulled will be going to a Warrior as well so we'll only need 6 Greaves." Nil said as he rose to leave. "Be quick Sarek, we don't know how long we have until the next attack."

27th Sandstone

As Fireheart drew near the Forgeworks he ran into Sarek who was coming out. "Fireheart! I was just coming to see you." Sarek said as he stepped back a step. "I saved us both some time then, what do you need Sarek?" Fireheart asked.

"We need another magma channel in the Forgeworks. Zane and Olin keep arguing about who should use the Smelter and I'm sick of listening to it so I figured that we could build a second channel and Smelter. It would keep them both happy and speed up production on Nil's order. Good thing we have all that armor to melt down."

"It's a good idea Sarek, I'll take care of the channel now since I'm here." Fireheart replied, pulling his pick from its sheath and heading into the blazing heat of the Forgeworks.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 08, 2009, 02:20:01 pm**

Flamequill is such an awesome name for a weapon.
It's like it writes your death with fire.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 08, 2009, 02:26:23 pm**

Speardwarf Dwelledcloister, Warrior

should be more like this;

Speardwarf Dwelledcloister, Indirect Slayer of Bax Witchlobster :P :P :P

EDIT: agreeing with hawkfrost.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 08, 2009, 03:03:31 pm**

That name is made even more awesome because it's an artifact of Flamebanner. Almost like it was named for the fortress.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 08, 2009, 04:18:41 pm**

same with blazepulled. I have a feeling those'll pull Speardwarf out of the fire sometime.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 08, 2009, 05:32:15 pm**

Or into the fire. Depends what way it's pulling.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 10, 2009, 09:11:26 pm**

bump!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 11, 2009, 12:52:27 am**

Very small update but an update none the less

2nd Timber

Sarek was meeting with his Smiths to discuss and assign all the orders that were coming in. Zane and his new Apprentice Olin were dividing up a pile of smelting orders while the Blacksmith Kadol was grumbling at not getting any orders because as Sarek said "There isn't any non-military work now and Blacksmiths aren't trained for making weapons and armor."

As the others talked Kadol's mind drifted, pictures of beautiful gold and black bronze tables and barrels and other objects being overwhelmed and consumed by 1 object that collapsed into a pile of materials before rebuilding itself.

Standing and walking out of the room to the surprise of the other Smiths Kadol stopped at the stockrooms to pick up black bronze, gold, brimstone and green glass before she continued on to the Forgeworks where she grabbed her toolkit and opened the pipes of the Magma Forge to allow the heat to rise as she settled down to build...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 11, 2009, 01:30:56 pm**

2nd Timber: Continued

As surprised as they were when Kadol left the Smiths were even more awed when she returned covered in sweat and scorch marks and carrying the most beautiful weapon rack any of them had ever seen.

They could see it was made of Black Bronze with spikes of Brimstone and Gold along the edges. A piece of Green Glass inlaid into the top of it held a picture celebrating Mestthos Manorspread's rise to leadership of the Relieved Hammer. The entire front of the rack was carved with a story they all knew well. A picture of Sir Nil stabbing a dagger into a Goblin's helmet. They knew that it was celebrating Sir Nil's victory over Snodub Stophatred.

Once Sarek recovered from his awe he asked Kadol what she had called her creation. "Toltotshithath, Ravenperished." She replied as she retook her seat at the table. Upon being brought in Newb valued the weapon rack at 90000.

Next update will be big. At least 3 groups of Goblins attacking in Winter while we're armor and weaponless. Also the introduction of a new Warrior!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 11, 2009, 01:41:42 pm**

Also if you guys want anything made out of Iron for your rooms/suites now would be the time to put an order in.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 11, 2009, 03:33:49 pm**

Kinda different, but can I have a tame wolf on a chain in my room?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 11, 2009, 04:29:10 pm**

Can I have a floor hatch and emergency lever in my room? When in deadly danger, when in perilous doubt, pull the goddamned lever, "no breaks" you lazy lout. Fall into the room below you, and onto their dinner table, and if they start to tantrum, beat them til they're disabled.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **March 11, 2009, 05:19:39 pm**

I request a tomb made entirely of iron, that is if we have enough to spare.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 11, 2009, 08:11:48 pm**

A magma-lock. Two "Blast doors" with space between and a tank of magma above. when the room is in danger, the bauxite floodgates lock and the magma fills the chamber. The reason for using magma instead of water is that most building (door) destroyers cannot survive through a wave of magma.

Inside the room, to keep with the 'iron' suggestion theme... 2 iron barrels of drink and 2 of food.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **March 11, 2009, 08:28:04 pm**

Uhm, do you reckon I could get 4 Iron pillars with a statue in the middle, like in an 'x' arrangement.

e.g

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Only if theres enough room and iron of course. If that's a bit over the top then I might just settle for a statue with a weapon rack on one side and an armor stand on the other.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **March 11, 2009, 08:52:53 pm**

Just an iron door for me, that's all. Nothing over-the-top.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 11, 2009, 08:57:10 pm**

Barbarossa: I can't manage yours. We have no Bauxite.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 11, 2009, 09:49:00 pm**

Steel doors could work too, or even nickel silver.

EDIT: also, you could use iron doors and water.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 14, 2009, 07:39:36 pm**

Legolord, you can't have your request for an Iron Door. Your room is in the Iron Hall and so already has Iron Doors

16th Timber

The horrible howling that filled the Gold Hall of the Hotel brought several haulers running to investigate expecting Goblins to be invading. Instead they found Hawkfrost struggling to get a collar around a Wolf's neck so she could chain him up in her suite. Amused by the sight of the skilled Warrior losing to a tame wolf the haulers picked up the hatch cover they were carrying and continued on to Wok's suite where Akhier was waiting to hook it up to the lever that had been installed.

20th Timber

Fireheart was glad for the chance to get away from the business of running a fortress for a short time. The number of dead left by Snodub had filled nearly all the tombs so he had decided to expand the hall further to add more tomb space.

26th Timber

The entire fortress had turned out for one of the rarer ceremonies in Flamebanner. The naming of a new Apprentice Warrior. Kornash had decided that his son would be well suited for the title of Warrior since he spent most of his time beating Goblin corpses with large sticks or large rocks or just his fists. He may not have been as bright as most Dwarves but he was strong. Kornash and Speardwarf cheered louder then anyone as Fireheart announced the name of their kin and his mentor:

"Sir Nil will mentor young Bob Woundseers, son of Kornash and brother of Speardwarf! May his strength join that of his kin in the protection of this fortress and of Thunderclan!

Ok so I was wrong about how long the Goblins would take to get here. We still have a new Warrior Apprentice.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 14, 2009, 07:42:54 pm**

Did you finish my mural?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **March 14, 2009, 07:52:53 pm**

I feel stupid now.

bangs head on glass furniture

Bad idea, bad idea!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 14, 2009, 08:01:35 pm**

I actually haven't started it yet. Had more pressing concers then mural construction. Soon though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 16, 2009, 04:40:40 pm**

Hawkfrost I'm planning to start construction of your mural the next time I play. Also my update scedule will be sporadic until further notice. There WILL be updates though so don't assume otherwise.

1st Moonstone

Sir Nil and his new Apprentice passed through the fortress gates to go on patrol. Around them the final traces of blood from the battle was being wiped away, leaving the walls shining in the Winter sun.

5th Moonstone

Fireheart sat at his desk, paging through work orders and material requests. He stopped as he came across an order that he remembered well. Standing he went to the door and called out into the Dining Hall "Orwen! Korgan! Come Here!" before returning to his chair.

As the Masons entered with Orwen's Apprentice Reg following Fireheart held up the work order for the wall expansions. "I know your team was working on the wall but was the work ever completed?" Fireheart asked. "No Fireheart." Orwen answered "We've been busy with clean-up and haven't even had the chance to lay the outlines for the second half of the wall."

"Take advantage of the temporary peace to finish it then." Fireheart said softly. "And tell Hexed to build a catapult for that side as well." With a nod Orwen led her team back into the Hall to collect up some Haulers.

10th Moonstone

Hexed muttered under his breath as he adjusted the firing mechanism on the new catapult. He was so intent on his work that he didn't notice Akhier standing next to him. "Problems?" Akhier asked in a voice that sent a slight shiver though Hexed. "The catapult won't fire. I think theres something wrong with the firing mechanism." Hexed answered nervously.

Pulling a hammer off his belt Akhier brought it down on the mechanism, the sound drowning out Hexed's protests. Stepping back Akhier hit the switch and the arm of the catapult shot up, flinging the rock it held into the air. It smashed into a sapling, demolishing it and sending splinters all over Legolord who had fortunatly gotten out of the way of the falling rock.

With a smile Akhier turned to Hexed. "Works now." he said as he disappeared into the tower.

Legolord you seem to have a knack for getting into dangerous situations. I think thats like the 3rd near death experience you've had.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 16, 2009, 05:17:54 pm**

Catapults wont injure friendlies ever. I fire my own catapults straight over my soldiers and it works fine.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **March 16, 2009, 05:19:40 pm**

Quote from: thunderclan on March 16, 2009, 04:40:40 pm

Legolord you seem to have a knack for getting into dangerous situations. I think thats like the 3rd near death experience you've had.

Interesting. In real life, I'm so cautious. Yet my dwarf is more like my infant self; always doing something he shouldn't.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 16, 2009, 06:06:09 pm**

Quote from: sonerohi on March 16, 2009, 05:17:54 pm

Catapults wont injure friendlies ever. I fire my own catapults straight over my soldiers and it works fine.

Good to know.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 17, 2009, 01:16:38 am**

Well Hawkfrost your mural is done. With my tileset it doesn't exactly look great though.



If you like it then let me know so I can give Hawkfrost her bed and chests back.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 17, 2009, 10:43:47 am**

It looks fine, go ahead.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 17, 2009, 11:41:52 am**

Anymore mural requests while I'm moving furniture around?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 21, 2009, 12:26:31 pm**

Rather boring, uneventful update but I couldn't let this sit on Page 2 any longer.

22nd Moonstone

Didridus was happily sneaking toward the pile of clothing near the fortress wall when he heard a metallic noise and froze. Turning he could see at least a dozen Dwarves streaming towards him with several Warriors following.

He knew if he didn't move he would be discovered anyway so deciding that he would rather live Didridus turned and ran for the border as fast as he could as the Dwarves reached his former position.

Legolord was directing the expansion of his Sand Pit. As he watched the Dwarves in the Pit he went over what Fireheart had said to him again. A large order for blocks and other glasswork all coming to him. Legolord knew he would need alot more sand to fill such an order and had requested the expansion.

Later as he headed inside he stopped to watch a Thief trying to smash through the cage that had caught him at the gate.

6th Obsidian

As soon as word reached him that the iron smelting operation was complete Sarek nearly smashed the door off his room in his haste to reach the Forgeworks. Soon after the sounds of metalwork echoed throughout the fortress.

28th Obsidian

Some of the Dwarves of Flamebanner were getting bored and restless. It had been monthes since the Dining Hall had filled with the sounds of a party and in the cold embrace of Winter there was little else to do but sit by the fires of the Hall with mugs in hand.

The mood changed instantly when Orwen's daughter Reg Wallfield announced that she was going to marry the Planter Sodel Sanctumtours. Akhier sent one of the children to fetch Sarek from the Forge while other Dwarves headed for the storerooms to bring barrels of alcohol and food.

Once Sarek arrived the alcohol was flowing and the Dwarves were enjoying the laughter and drunken singing of another party at Flamebanner.

10th Granite

Fireheart had the haulers on the move after several Dwarves, still stumbling drunk from the wedding party notified him that Elves had been sighted in the hills.

Apparently those danged Goblins decided not to come. The new weapons have been smithed and now I'm decorating. Wok you're getting a change because I think it would be more Wok-Like. I'm also planning out a Megaproject.

NEXT TIME: You'll see what happens when things are very slow in Flamebanner.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 21, 2009, 04:42:12 pm**

AXES GALORE!!!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 22, 2009, 02:11:10 pm**

12th Granite

The Elves found Newb waiting for them at the Depot surrounded by crates of Goblin clothing. She watched as they unloaded crate after crate of rope reed cloth and thread and several bins of wooden crafts and weapons.

A confused look came over Newb's face as the Head Trader turned to negotiate with her. "Is this all you brought?" Newb asked. "Yes, plenty of useful cloth and thread and properly created wooden items." The Trader replied. "We have no need for rope reed. We have a Silk Chasm right there." Newb said, waving a hand to the north. "If you want to trade with us then bring us something useful, like alcohol or food!" Newb said, voice rising as she spoke.

Turning she grabbed the nearest Dwarf. "Get these bins below. There is nothing to trade today." With that Newb strode out of the Depot.

The shadowy figure perched on the wall smiled under the shadows of its cloak as it watched the Dwarf heading across the courtyard. Reaching into the depths of his cloak he pulled out a crossbow and took aim...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 22, 2009, 02:56:14 pm**

13th Granite

Fireheart looked up from his meal as Sir Nil barged into his office with Bob on his heels, carrying a large stick in his hands. "What is it Nil?" Fireheart asked, knowing it couldn't be good news. "The Elves are gone sir." Nil answered. "What did you expect? If they weren't going to get anything from us they wouldn't have a reason to stay." Fireheart said.

Before Nil could answer Bob suddenly piped up. "Pointy ears dead." "What? The merchants are dead?" Fireheart asked. "Just 2 sir. We found them in the Depot with red fletched arrows in their backs." Nil answered.

"I'm sure its to late but send out Wok and a few Warriors to check the territory. Get the other Warriors onto the wall to keep watch until they return. We're not ready for an attack at the moment." Fireheart ordered.

21st Granite

Fireheart was pleased at the quality of the new weapons Zaneg had forged. As the Warriors stood before him with their new weapons Fireheart looked closely at the pictures and decorations covering them. Most of them held pictures of his leadership and the fortresses foundation among the spikes and bands of metal.

Kadol had even added a mention of Nil's greatness onto his new hammer. The head was decorated with a copper picture of Nil pummeling a Goblin with the words 13th AA below. Upon askeing Kadol, who stood nearby what it stood for she answered that it was an event during the 13th Attempted Abduction.

Nodding he moved to Speardwarf. As his eyes traveled over the shiny iron spear his attention was drawn to one of the pictures circling the

spearhead. Waving Kadol over he asked "Why exactly is there a picture of me eating cheese on this spear?" "Because its something that hasn't been engraved all over." Kadol answered with a grin. "That makes sense I guess." Fireheart conceded as he reached Wok at the end of the line.

The only strange thing about the bloodstained Warrior was the fact that he now wore 2 sword scabbards at his waist and held a sword in each hand. "Decided to decapitate twice as many Goblins Wok?" Fireheart asked, smiling as the Warrior laughed. Nodding to his Deputy to return the Warriors to work Fireheart headed up to visit the breeding center.

Yes Wok I gave you 2 iron swords. Felt it would be better for decapitating Goblins.

Things were rather boring this update so I spent time queneing up weapon decorating jobs. Because of this all the iron weapons are now covered in decorations of most every type of metal and are worth between 30 and 40 thousand.

Hawkfrost, as per your request I gave you the artifact Axe

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 22, 2009, 03:02:56 pm**

nice! can my spear have a bloodstone set into it? ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 22, 2009, 03:09:43 pm**

Since we don't have any Bloodstone that would be kind of impossible

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 22, 2009, 09:20:54 pm**

Spoiler (click to show/hide)
I... I.. I reeeeeaaaaally don't want to be a party pooper here, buuuut... Toady has stated that 2 weapons allowed means either they'll weild a 2h that is size-appropriate, or else just carry a backup weapon. That second sword only comes into play once the first one gets stuck in something. I was dissapointed too, when I found out. Thinking about, I remember crying, and going out to get rockie road ice cream. And all I remember after that is a blur of Friends re-runs and the spoon going up and down and up and down and... It was horrible...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 22, 2009, 09:21:59 pm**

still helpful if you don't want to be caught unarmed and mobbed...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 22, 2009, 09:39:22 pm**

And is great for story-telling.
Just pretend that he is wielding both.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 22, 2009, 09:49:25 pm**

That was my plan. Dwarf Fortress writing isn't exactly bound by rules.

The game may only let him use 1 sword at a time but I can write it the way that works for me and my story. Which at this point is 2 swords at once.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 23, 2009, 03:18:44 pm**

And I'm fine with that. I just wanted to make sure you knew before I died a tragic death.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 23, 2009, 03:59:42 pm**

I'm not so sure that outcome is even possible. Doesn't seem like anything can stop Flamebanner's Warriors...At least not Goblins

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 23, 2009, 04:04:48 pm**

Quote from: thunderclan on March 23, 2009, 03:59:42 pm
I'm not so sure that outcome is even possible. Doesn't seem like anything can stop Flamebanner's Warriors...At least not Goblins

Add bear-dogs.

We can have our own A Dangerous Path thing going.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 23, 2009, 08:22:54 pm**

Make goblins 20 sizes larger and triple both the upper and lower ranges of their punch attack. Cry in terror as goblin wrestlers have unwanted intercourse with your fortress.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 25, 2009, 01:04:31 am**

I was curious who the Warriors were worshipping so I checked and found them spread among 4 of the gods:

Eges: God of mercy, war and fortressess
Idek Insightrhymed The Page of Wisps: Song and Poetry
Dushig: Deformity and Disease
Doren: Jewels and Wealth

Thats 4 of the 5 gods I know we worship here. Anyway on to the update.

26th Granite

As Spring flowed back into Flamebanner's territory another wedding was being held in the courtyard. The Planter Iden Nourishtower and Legolord's son and Henchman Urdim Longfenced were getting married and Sarek had taken the liberty of planning a huge party to celebrate.

11th Slate

The Jeweler Datan Paddleflanks walked into his workshop with several gems and a work order in hand. Fireheart was apparently worried about the lack of cut gems with all the decorating and moods going on.

A shiver went up Datan's spine as he set to work cutting gems. He knew from the stories the older Dwarves told that those moods could go either way. He had heard of Dwarves being killed by their friends in a fit of moodiness and used to create vile artifacts. Datan was glad that things were so good at Flamebanner that no Dwarf was unhappy, he had no wish to become a hat.

Pushing the thoughts from his mind he turned back to his work and gaped in astonishment at the gem he held in his hand. A perfectly cut clear zircon with a ting picture of 7 Dwarves digging into a mountain.

As it dawned on him that a mood had struck him the name of his artifact came to his lips: Steppemists The Purged Risk. Quickly finishing his work he grabbed the gem and headed off to show everyone.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 25, 2009, 11:08:16 am**

Quote from: thunderclan on March 25, 2009, 01:04:31 am
The Purged Risk.

hey, that actually makes sense! He was afraid of being turned into a hat, but didn't because he had a mood of his own.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **March 25, 2009, 08:02:33 pm**

Excellent, another henchman married into the family. >:D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 29, 2009, 02:00:33 pm**

Flamebanner is temporarily on hold while I sort out a few things. Check back later in the week for an update.

Also: Can anyone tell me why most of my Warriors aren't picking up their armor?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **March 29, 2009, 07:52:43 pm**

Do they have the right armor levels? Is the gear forbidden? Is it the right size? They have a path to it right?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **March 29, 2009, 08:00:08 pm**

Are they holding anything?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **March 29, 2009, 08:17:18 pm**

Its freshly forged iron plate, its in the armor stockpile, not forbidden, only the Apprentice actually collected his, the full Warriors won't even go into the stockpile, they get to the door but turn around and leave while civilians come and go as they please. The only thing they are holding are weapons/shields.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **March 29, 2009, 08:20:05 pm**

if they already have armor they wont put on more.

set them to civilian clothing, and work back up to plate after they strip.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 02, 2009, 10:27:51 pm**

Update coming tomorrow!

I decided that if the Warriors don't want to use armor then I'm not going to force them. Should make for some interesting battles.

Most of our Warriors will now fight with nothing but dried blood and vomit covering them...which could be considered armor itself with how much they're wearing.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 03, 2009, 02:59:16 pm**

Update Time!

19th Slate

As the gates were raised and Hawkfrost and Iton stepped out to begin guard duty they saw that one of the cages had been filled during the night. Through the bars they could see a scrawny Kobold trying to chew his way out. Waving Skid over the Warriors continued on to their posts.

21st Slate

3 more young Dwarves were born into Flamebanner. First was Legolord's wife Igorina with her new daughter Kogan Workplank. Then a few days later Newb gained another daughter who she named Udil Gravebooks. Finally Orwen had a daughter she named Dodok Lanceice.

7th Felsite

Fireheart stood watching with Sir Nil and Orwen as Korgan and Reg placed down the cornerstones of what would eventually become the Hall of Heroes...

I need a creative mind now. I want to do a picture of some sort on the floor of the new Hall but I'm not good at figuring them out. So I'm asking for ideas and if possible designs for this picture.

The dimensions of the hall are 19 long x 34 wide but the outer edge is being done in granite so the picture area is actually 17 long x 32 wide.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **April 03, 2009, 03:39:29 pm**

Is Cinnabar readily available? Is orthoclase also available?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **April 03, 2009, 03:39:48 pm**

Well, I'm not good at those either, but as for an idea on what it could be:

A giant flame. Or a burning banner. The latter would probably be more appropriate.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **April 03, 2009, 03:42:41 pm**

Iwas edging toward the flame when I asked about orthoclase and cinnabar. Red flame with a yellow core.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 03, 2009, 04:13:36 pm**

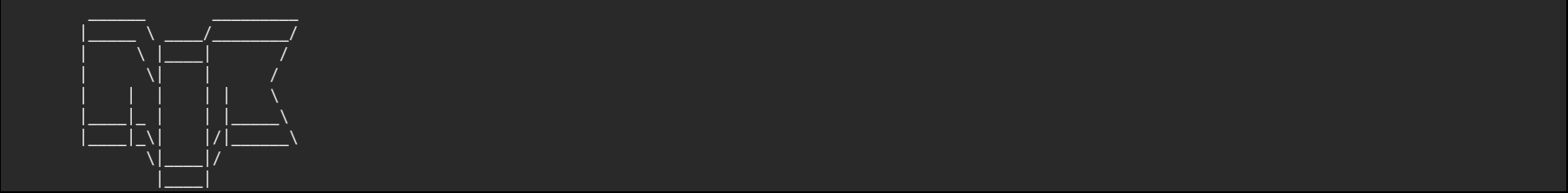
Neither one is avaiable on our territory that I know of. I'll check the Dwarf Merchants later and see if I can order any.

EDIT: You could use Gold for the yellow. We have plenty of that.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **April 03, 2009, 04:20:47 pm**

I vote for the burning banner.

Code: [\[Select\]](#)



Look, it's a banner!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 03, 2009, 04:21:51 pm**

That would be great Hawkfrost. We should be able to make a banner if the flame desn't work out.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 04, 2009, 12:03:14 am**

Nice banner, but... will it burn?

we could make a lignite stockpile in that shape!!!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 04, 2009, 12:24:34 am**

Hawkfrost: Love the banner.

Barbarossa: Aside from the obvious reasons that 1: I don't want to burn down the new Hall and 2: I don't want every Dwarf that sets foot in the place to die a fiery death we don't have a large supply of Lignite...I think we currently have 1 block of Lignite in stock and thats from the Dwarf Caravan.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 04, 2009, 12:54:40 am**

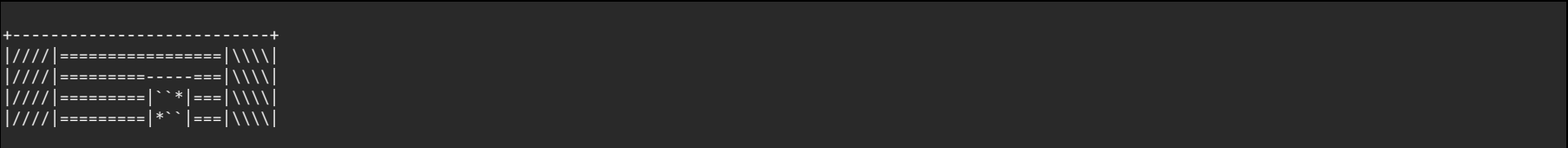
riiight.

well, maybe we could do fire with a banner over the top of it?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **April 04, 2009, 12:48:49 pm**

Ya'll want a mural?

Code: [\[Select\]](#)





Theres yall's mural.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 06, 2009, 12:31:20 am**

Newsflash!!

I've changed my rules for this fortress a bit to try and put an end to the boredom that seems to appear whenever Goblin raid but still avoid superpowering the Goblins to the point where they destroy the world by blinking.

Update will come soonish! Feel free to speculate!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 06, 2009, 07:47:06 am**

ooh. wings?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 06, 2009, 12:04:55 pm**

9th Hematite

Cog walked over to the site where the Hall was rising from the ground. Ducking through the carved archway he found Fireheart on his way out. "What have you got there Cog?" Fireheart asked, motioning to the thin, bedraggled cat Cog was holding. "Messenger Cat from the Mountainhomes. They sent a message for you" Cog replied.

After unrolling the paper and reading through it Fireheart just stood there for a moment, anger seeping into his face before vanishing. "Thank you Cog, tell everyone that the Mountainhomes have made me Mayor and that we'll be holding elections from now on."

10th Hematite

The Human's caravan was sighted coming over the hills. Sir Nil quickly sent Wok, Speardwarf and Bob out to patrol the territory for Goblin invaders while Hawkfrost led the rest of the Warriors in guarding the main gates and the workers at the construction site.

The merchants arrived without a problem and the trade was carried out by Newb. A dozen crates of Goblin junk for food, booze, Jaguar leather and 5 wagons full of assorted metal bars. Fireheart ordered the same supplies for next year and the meeting with Idil went quickly

14th Hematite

Bob stomped through the undergrowth. He knew there had been someone else with him but now he was alone. As he reached the rock that marked his post a green blue raced out of the shadows of the trees and leapt at him. Raising his mace he swatted the flying creature into the ground.

He could see more of the green guys apearing from the shadows while the one he had hit staggered to its feet. Bob didn't know what they were but he knew he was allowed to kill them and that was all that mattered. As he prepared to charge he noticed another shadow breaking away from the trees.

Far larger then the green things his attention was drawn to incredibly sharp looking horns and gleaming axe as his simple mind tried to process what this new enemy was.

Enjoy and continue speculating if you like ;)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 06, 2009, 12:43:26 pm**

The final count is 2 Goblin Wrestlers, 4 Goblin Axemen and leading them is a Minotaur Axeman

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 06, 2009, 08:36:35 pm**

i'm going to speckertate that it's a minotaur, and that it will rip Bob into teeny little shred-puddles.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 10, 2009, 02:55:17 pm**

Roaring the Minotaur charged Bob, axe raised over his head. As the Minotaur swung his axe down toward Bob's head he raised his mace to deflect the blow and with a second swing smashed the spiked head of the mace into the Minotaur's stomach, propelling the beast backwards into the side of the mountain.

When the dust cloud settled the eyes of both Bob and the remaining Goblins were on the Minotaur. As it became clear that the monster wasn't going to be rising again the Goblins began throwing nervous glances at each other.

Just as they were considering retreat 2 more ambush parties materialized out of the shadows behind the Dwarf. They could see 4 Hammergeobs, a Lasher and 4 Wrestlers had joined them.

Feeling cocky over their superior numbers the Goblins charged Bob in mass. With a flick of his wrist he sent 2 Wrestlers over to meet their dead ally before being swarmed by green bodies.

As Goblin weapons tried to find a gap in his armor Bob felt a strange feeling coming over him. His mind raced with visions of past battles and slain enemies. Instinctively his mace arm swung out, snapping Goblin bone and sending them flying in all directions.

He stumbled as the visions left him, and saw the result of his fight. Goblins were splayed out everywhere...or at least parts of them were. As he surveyed the battlefield he noticed 2 Wrestlers still alive and fighting with a War Wolf.

Running over Bob smashed the first Wrestler's head in and turned to fight the other as a scream split the air. Bob looked just in time to see the Wolf tear out the Goblin's throat.

Kneeling to pet the wolf Bob watched as haulers arrived to cart away the Goblin remains.

17th Hematite

Fireheart stood before the crowd of assembled Dwarves with Bob at his side. As the gathered crowd quieted he began talking. "My friends, we have once again seen the wonders of this fortress. You've probably heard what happened recently, when Kornash's son Bob defended our territory against another Goblin assault. They're getting smarter though. This time they brought along a Minotaur." He said.

"With just 1 War Wolf to help him Bob defeated 14 Gblins and the Minotaur. For that reason we have granted him a title. He will now be known as Bob Woundseers the Mortal Scratch of Thunder." Cheers rose from the crowd, the loudest from Kornash and his family.

"There is one more thing we must do." Fireheart continued. "The Mayorship of Flamebanner was granted to me recently and now we must hold our first election. Anyone who would like a go at the title of Mayor please put your mark into this bag." Fireheart said, indicating the bag before him.

After several Dwarves had dropped their marks in the bag Fireheart pushed it over to Bob and told him to choose one. When his hand came out of the bag Fireheart took the object and inspected it. A flaming coinsack, the seal of the Trademaster of Flamebanner. "Newb!". Fireheart announced. "You are the new Mayor."

Bob has 15 kills and the worst wound he took was a slightly wounded arm. He barely has any training and he destroyed 3 ambushs. Complete Craziness.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **April 10, 2009, 03:07:52 pm**

Awesome title too.

How strong are minotaurs?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **April 10, 2009, 05:28:57 pm**

I'd imagine them to be just as strong as orcs.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 10, 2009, 07:49:50 pm**

I'd guess stronger, if there is only one in a siege.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 10, 2009, 08:12:36 pm**

We don't rate sieges yet. Just a bunch of ambushes.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **April 11, 2009, 05:43:55 am**

No sieges? What's the fun in that?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 11, 2009, 08:23:07 am**

keyword here, hexedmagica. *YET*.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **April 11, 2009, 10:29:18 am**

Also, ambushes are more fun because you don't know where their at. It's like a surprise siege.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **April 14, 2009, 10:45:42 pm**

True. Ambushes do cause more fun.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 18, 2009, 10:10:17 pm**

New Update!!

21st Hematite

Skid sighed as she carried a piece of Goblin clothing back toward the fortress. With the food storeroom almost overflowing there was next to no work for her to do aside from hauling junk.

She stopped as a muffled yelp erupted from the bushes ahead of her. As her eyes scanned the area a Goblin came hopping out of the bushes holding his foot. As soon as he saw Skid it pulled a pike out of a holder on his back and leveled it at her.

With a battle-cry the Goblin charged Skid who stood there until there were but a few feet between them before she jumped out of the way. As the Pikegob rushed past Skid pulled out her knives.

Skid turned to face her attacker as he began another charge. This time instead of dodging she ducked underthe swinging pike and knocked the Goblin over her back to land awkwardly on the ground.

She wasted no time in rushing forward and sinking her knives into the Pikegob who squealed as the sharp metal punched through his arm and leg. The pain proved to much for the Goblin's weak strength and he lapsed into uncounciousness as Skid proceeded to cut his throat.

Pausing to wipe Goblin blood off her knives with the Pikegob's sleeve Skid turned to quiet her crying child. She was surprised to see that there were now 2 babies on the ground near her stuff. Picking up both of them she looked at the newest member of her constantly

growing family and named him: Lokum Airpaper.

25th Hematite

Fireheart once more stood with Orwen as they watched the other members of Orwen's team carry blocks of granite through the doorway to the Hall of Heroes. He frowned as he noticed that a good deal of time passed between a Mason entering with a block and reappearing to collect the next.

"How far along is the construction Orwen?" Fireheart asked as Reg passed with a block. "The wall is nearly done and the border of the mural is about a quarter of the way." Orwen replied as she looked at her notes. "We could use more hands to lay stone otherwise we might not see this project completed for many years." She added.

Noticing Barbarossa nearby Fireheart waved him over. "Barbarossa, is there anyone without a fulltime job?" He asked. "Let me think a moment..." Barbarossa answered. "After a moment he nodded. "Udib Scouredtombs. Hes been working as a hauler but he could easily be reassigned."

"You can have Udib for your team then Orwen." Fireheart said as he walked off to inform Udib of his new duties.

Apparently there are still a couple of Gremlins alive in the chasm as well since they were just named.

Anyway, work on the mural will be starting shortly, using Hawkfrost's design and whatever materials I can find. Somehow we have only 3 bars of Gold left.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 19, 2009, 08:39:06 am**

Woo! I'm a foreman!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 19, 2009, 11:01:06 am**

I swear that Kornash's family must be destined for some great battle or something. Kornash and Speardwarf are both highly skilled Warriors, Bob destroyed 3 ambushes with no experience and now Skid just singlehandedly killed a Pikegob without taking a scratch. :o

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **April 19, 2009, 12:56:33 pm**

Which mural?

And was that a one-man ambush?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 19, 2009, 02:44:56 pm**

I think that Kornash's family should have a personal palace built for them made of all that damn microcline you always get!

Then they can breed and train in solitude, sallying forth to murder people!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 19, 2009, 05:02:22 pm**

Hawkfrost: Your mural, the Banner and yes it was a 1 Goblin ambush. They must be having trouble finding anymore Goblins with a deathwish to send out here.

Barbarossa: Not a bad idea for a future megaproject.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 22, 2009, 07:25:29 pm**

Just a heads up that I'm making a change to the game.

At least 1 or 2 types of stone are going to be given new colors because I'm sick of all the types of gray I have around here and the lack of colorful material.

EDIT: Red Felsite is the newest useful thing we have.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 23, 2009, 06:55:47 pm**

1st Galena

Many Dwarves were surprised when Orwen's son Kubuk Metsteel reached maturity and chose to become the Apprentice of Flamebanner's Carpenter, Rakust Salvedabbles. Kubuk was quickly thrust into the work of hammering scaffolding together and placing it around the Hall of Heroes so Orwen and her Masons could continue building.

From the Journal of Orwen: 5th Galena

Our work on the Hall has stopped due to the supplies of Granite in the stone dump being used up. Fireheart vanished into the Northren hills yesterday with his pick to find more and hasn't come back yet. This project is a huge opprotunity for us all but without granite it will remain a half built shell.

5th Galena

Speardwarf stood at the gate as the shadows thrown out by the walls lengthened in the gathering darkness. Hearing the sound of metal on stone he raised his spear only to lower it again as Fireheart materialized out of the shadows with a large chunk of stone in hand.

As he passed through the gates he paused to speak to Speardwarf. "I found what we needed, you're back on Hall Guard tomorrow."

From the Journal of Fireheart: 13th Galena

Jillian gave birth to a son today. She named him Logem Lashfocus.

As of now we are roughly half done with the second floor wall. And we now have a fairly large Granite quarry in the North hills.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 23, 2009, 10:31:47 pm**

Nice! I love building megaprojects out of good ol' granite.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 23, 2009, 10:50:45 pm**

I'm just happy I haven't killed anyone in a scaffolding accident...yet

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 25, 2009, 02:36:25 am**

Barbarossa, you got a promotion!

Work is continuing well on the Hall, the scaffolds are in place for the 3rd level of the Hall proper, then I'll build the roof, add the tower, yard and such and it will be finished!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 25, 2009, 12:11:09 pm**

NEW UPDATE!!

9th Limestone

The builders were overjoyed when news arrived that Rakust had arrived with the Dwarf Merchants.

Goods were quickly hauled to the Depot and Newb was notified tht her services were needed.

16th Limestone

Newb stood in the shade of the Depot while Rakust paced behind her, waiting for her to meet with him.

"Your merchants are late Rakust." Newb said as she watched the gate for some sign of the wagons. "We might s well have our meeting while we wait."

In mere minutes the new agreement was drawn up, requesting more bars, blocks and gems for Flamebanner while the Mountainhomes would pay highly for fish.

As Newb concluded the meeting Hawkfrost walked up to her. "Newb, we've looked over the entire territory and there is no sign of the merchants. No signs of an attack either, they've just dissappeared."

A frown crossed Newb's face briefly as she heard this. "Thanks Hawkfrost, round up the Haulers and have this stuff taken below." Newb replied as she walked back inside.

Anyone else ever had an entire trade caravan vanish with no message about being inaccessible or anything?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **April 25, 2009, 12:31:05 pm**

I have before. Not sure what the deal is. I think it may have been reported as a bug.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 25, 2009, 12:54:16 pm**

19th Limestone

Fireheart stood once more before the gathered citizens of Flamebanner. "Today 3 daughters of Flamebanner residents have reached maturity and are ready to work."

"Skid's daughter Bembul Gleamlash has chosen to remain unassigned for the moment as has Newb's daughter Morul Tradedbank."

"Legolord's daughter Mafol Relicstakes has chosen to follow her father into the Glassmaking trade. As of this moment she is Legolord's Apprentice."

As Fireheart stepped off his stage Dwarves began heading back to work while some stayed behind to try and recruit Bembul and Morul for their trades.

The crowds in the Hallways parted as Jillian suddenly started shouting about shells and gems. As the possessed Dwarf ran toward the stairs she suddenly stopped, fell over and started snoring. The amused looks on some faces were matched by the worry on others as they wondered if Jillian would be able to sleep and still retain her Dwarven sanity.

A few moments later her eyes popped open and Jillian continued on her way to the workshop level where she claimed the dust filled Crafts Shop. Heading for the stockrooms she grabbed a turtle shell and a single cut Kunzite before returning to the workshop.

25th Limestone

Several days later Jillian emerged from the Crafts Shop. In her hand she held a beautiful idol of a Hoary Marmot made out of turtle shell with Kunzite bands and turtle shell spikes.

Upon being asked about the Hoary Marmot Jillian replied that it was her god Rab, Hoary Marmot god of volcanos, earth and mountains. After a brief visit from Newb her creation was valued at 49200 dwarfbucks.

I think that brings us to 7 artifacts.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 25, 2009, 07:12:38 pm**

27th Limestone

A deafening crash of falling rock followed the massive dust cloud that briefly concealed the area around the Hall of Heroes.

Several Dwarves headed into the settling dust to check for injuries. A few feet away from the wall of the Hall they found Korgan splayed out on the ground half buried by rubble.

Mothwing arrived as Wok and Akhier were pulling Korgan's motionless form out of the rocks. She told them to take Korgan to her quarters while she stayed to be sure everyone else was safe.

While Korgan was being freed Orwen and Reg were inspecting the damage to their wall. A large chunk of the wall had fallen but hadn't damaged the rest of the building.

Probably not one of my better updates but its the first time I've had a cave-in related injury so writing it took a bit of extra work.

I'll report on Korgan's condition once Mothwing is done checking him over.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **April 25, 2009, 08:19:30 pm**

Hawkfrost and Mothwing make themselves scarce, don't they?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 25, 2009, 08:24:21 pm**

Especially Mothwing since I have her set to only hauling and healthcare as befits her position. She tends to hang out with the other off-duty Dwarves in the Dining Hall.

Hawkfrost spends most of her time in her suite or on gate duty. And we didn't have any action with our vanishing Dwarf merchants.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 25, 2009, 09:41:31 pm**

27th Limestone: Continued

Fireheart stood with several other Dwarves outside Mothwings closed door, awaiting news of Korgan's condition.

After awhile the door opened and Mothwing appeared with Korgan limping along beside her. His leg and lower body were swathed in bandages and another was wrapped over part of his face but he seemed happy enough as he let his family support him down the hallway and out of sight.

"I take it he'll live then?" Fireheart asked. "Yes." Mothwing replied with a nod "The injuries weren't life threatening. He was more injured by the rubble falling on him then by the fall itself. He should recover completely within a few days."

Korgan escaped with only a moderate lower body and right leg injury and light wounds to his left arm and upper body.

In other news 2 Flamebanner families have started a new generation. Sarek's daughter Iden had her first child, a son named Inod Keyentrance while Orwen's daughter Reg had her first, a daughter named Iden Daggerstokes.

Barbarossa was promoted to the title of Master Architect.

A large chamber was dug out and filled with water.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 25, 2009, 11:08:33 pm**

Ooh! I'm important!

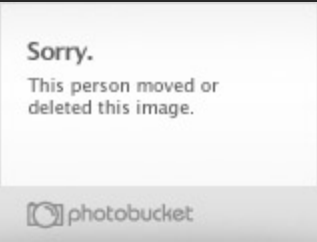
Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 25, 2009, 11:32:44 pm**

Got that right. You've got your own signet now. Only 4 of us currently have it.

Fireheart: Leader
Newb: Trademaster
Sir Nil: Deputy (Unofficial Guard Captain)
Barbarossa: Master Architect

As we gain more order and such that list will likely grow.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 26, 2009, 12:03:47 am**



is that a good signet?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 26, 2009, 12:08:50 am**

I got no problem with it. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 26, 2009, 01:51:51 am**

Didn't even notice we hit 500 replies a few hours ago. It makes me happy to know I've been entertaining enough to warrant such a small milestone.

On to 1000!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **April 26, 2009, 10:20:35 am**

Hmmm personal signets :D. I made my own as I thought it would be a good idea:



Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 27, 2009, 12:21:17 am**

Flamebanner is on temporary hold while I experiment with the tower.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **April 29, 2009, 02:39:49 pm**

From the Journal of Fireheart: 16th Opal

Work on the tower continues. Deepening the brook enough to power 4 waterwheels was simple and Akhier has already set the axles and gear assemblies that will carry power to the pumps.

19th Opal

The Planter Edem Wipesling and the Smith's Apprentice Olin Ceilinggraves were married today. Also Newb gave birth to another son who she named Nil Furnacestrikes.

7th Obsidian

Legolord's wife Igorina gave birth to a daughter today. She named the girl Ineth Towerrecluse

Next update will take a while as I still can't grasp the trick to getting the annoying pumps stacked.

Also I had nothing to do with the name of Newb's son though it is kind of interesting to have 2 Nils now. I think the child may be destined for the Metalworking team with a name like Furnacestrikes.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **April 29, 2009, 08:07:27 pm**

I'm now wondering what mysteriacal purpose this tower is for?

OMNOMNOM?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 02, 2009, 06:37:00 pm**

EDIT: OK I lied. The work is going alot faster then I thought it would so I can do an update now.

11th Obsidian

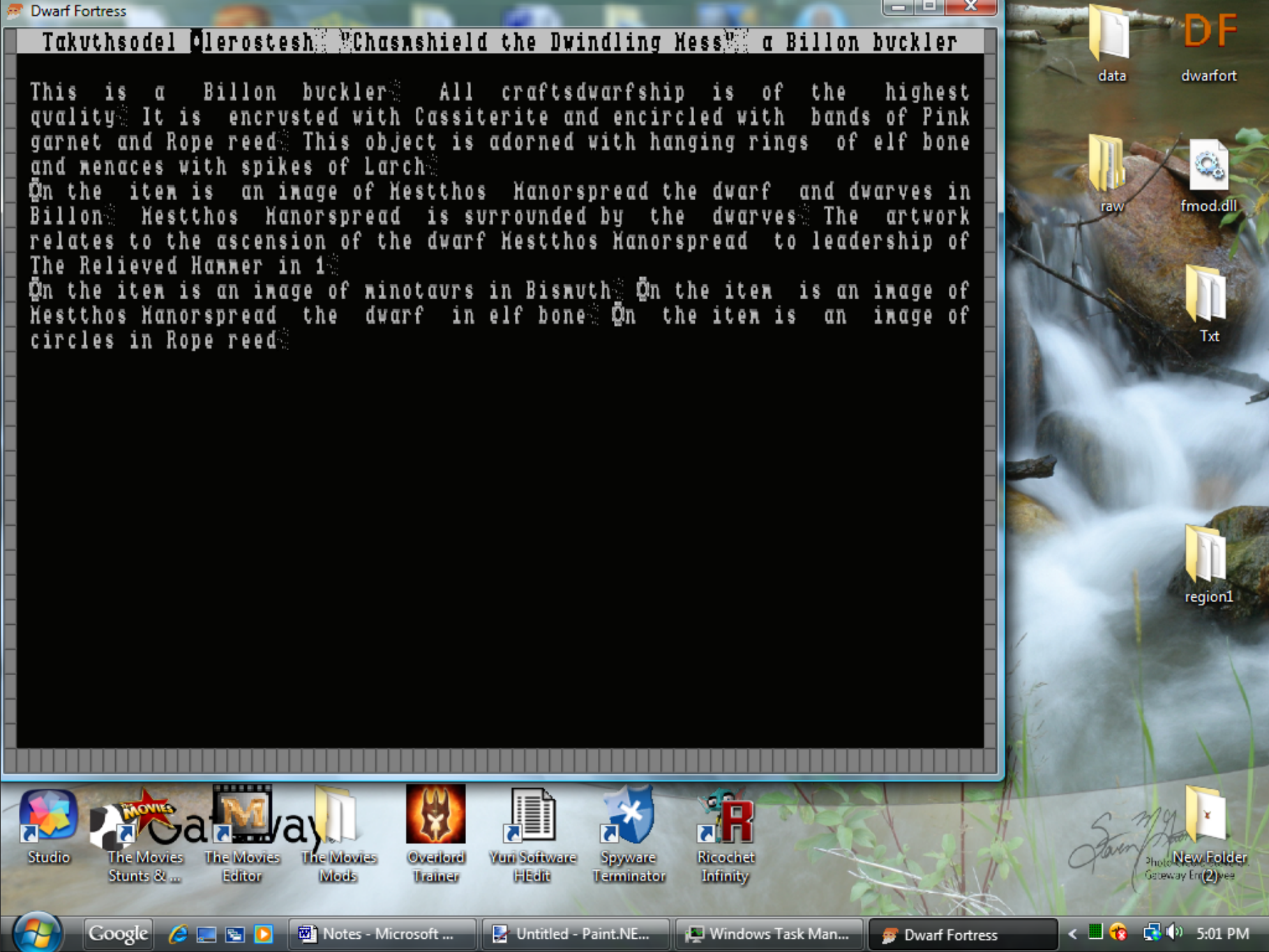
Sarek knocked on the door to Newb's office and entered. Upon entering the room he saw Newb paging through a book from the Library. Setting it aside the Trademaster waited to see what Sarek wanted.

Instead of speaking he placed a shiny buckler on her desk. "Kikrost Shipwebs made this a few days ago." he said as the Armorer appeared behind him. Newb leaned forward to inspect the buckler. After a moment it dawned on her why Sarek had brought it to her.

"This is an artifact isn't it Sarek?" she asked. "Yes, Kikrost was possessed by the spirit of a Warrior, one named Chasmshield. I only came to you for an estimate of its value, I need to meet with Fireheart soon. If the spirits of Warriors are possessing our Armorers then it could mean they know something we don't."

After a few more minutes of conversation Sarek and Kikrost left and Newb pulled a book from one of her desk drawers. Flipping to the end she added a new entry:

Chasmshield the Dwindling Mess, Billion Buckler. Value: 202800
Spoiler (click to show/hide)



15th Obsidian

Fireheart watched from the ramparts as several openings were made in the walls of the Tower and blocked with doors. Orwen's daughter Reg had come up with a plan that could finally bring the Tower to completion after so many problems had appeared.

Looking down he could see Akhier and Hexed working on an expansion to the axle assembly. As the 2 Engineers connected the gears and axles up Fireheart turned back as Barbarossa and the recently recovered Korgan carried Granite stones along the scaffolds that covered the Hall and Tower.

As I said before I'll have another update by Monday if not before. Enjoy

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 02, 2009, 08:39:18 pm**

I love this artifact. It uses 9 materials which is more then any artifact I've ever had in a fortress and it has a picture of Minotaurs on it. This buckler may go to Bob for that very reason.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **May 02, 2009, 09:06:26 pm**

Does Fireheart have/ever had a lover?

And btw, nice wallpaper. ;)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 02, 2009, 10:21:03 pm**

No, hes the only one of the original 7 who doesn't have a lover yet.

Which is strange considering all the time he's spent in the Dining Hall talking to other Dwarves.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 03, 2009, 11:10:48 pm**

I love how the minotaur is made out of a material used to prevent diarrhea.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **May 04, 2009, 05:39:01 pm**

Quote from: Barbarossa the Seal God on May 03, 2009, 11:10:48 pm
I love how the minotaur is made out of a material used to prevent diarrhea.
Bismuth?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **May 04, 2009, 07:41:22 pm**

Does Wok have a girlyfriend?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 04, 2009, 07:54:19 pm**

Yup, Bismuth is the active ingredient of pepto-bismal.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 04, 2009, 08:15:38 pm**

Wok and the Master Architect are Lovers

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 04, 2009, 08:49:17 pm**

Only until Wok is impaled by my blueprints.

PAPERCUT!!! AAAAUGH!!!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 04, 2009, 09:15:17 pm**

If the Goblins can't kill Wok with iron then I don't think paper will do the trick either. :)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 04, 2009, 11:10:12 pm**

Subtle are the ways of the freak ballista accident.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 04, 2009, 11:33:18 pm**

One flaw in your plan there. We don't have any Ballista, only Catapults.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 05, 2009, 01:49:19 am**

14th Granite

The Goblin's crouched low in the undergrowth as they sized up their target. The Dwarves must be desperate for soldiers if they had given a weapon to the idiot before them. He was so busy smacking rocks with his mace that he didn't even notice the enemies lurking nearby.

Their leader raised his hand and his followers readied their weapons only to freeze a moment later as another Dwarf appeared from the hills and stopped to speak with his friend. They picked up several bits about Elves and grinned at the thought of tormenting the cowards once they were finished with the Dwarves...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 05, 2009, 02:01:06 am**

Bob nodded as Iton vanished toward the gatehouse and tossed the rock he'd been holding over his shoulder. He was surprised by the yelp that rose moments before a shower of Goblin bits rained down on him.

Turning he saw several more surprised Goblins who charged him after the surprise had passed. The battle lasted only a second before the grove was once more covered in blood and Goblin limbs hung from tree branches.

Meanwhile Vabok stood watching a snatcher judge his options before he grabbed the lowly creature around the neck and tossed him off the scaffolding. The creature's cries echoed off the granite walls before he collided with the ground, leaving a scattering of limbs around the Hall doors...

When I saved Wok, Kornash and Vabok were getting ready to patrol the area between the Fortress and Hall. Will continue tomorrow.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **May 05, 2009, 05:52:56 am**

I was actually starting to wonder whether there was actually a military still or whether it was just Bob.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 05, 2009, 12:28:32 pm**

Alot of Goblins seem to like trying to sneak in along the Hotel's pool access channel. Bob is stationed there to intercept them.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 05, 2009, 11:05:46 pm**

14th Granite

Wok was just signaling his patrol to turn back toward the gates when several Goblins walked out of the bushes led by a Swordgob and Pikegob. They looked surprised to see the Dwarven Warriors and Wok used the delay to slice the Swordgob to ribbons while Kornash drove the Wrestlers to their knees before lopping them off.

The Pikegob turned to flee from the bloody scene only to bounce off the breastplate of another Warrior who grinned, lifted her axe and with 1 swing seperated the Goblin's upper body from his lower.

Hawkfrost headed back to the gates while the patrol celebrated the victory. As they cleaned their weapons they saw another Goblin step out of the bushes. "Bow before Xuspgas Tradeblack!" The Goblin hissed as he pulled an axe from its sheath. "8 of your kinds pathetic Warriors have fallen to my blade and today I will add many more beards to my collection."

This guy needed a good intro since I just boosted the Goblin Raws again. Goblins are now Size 30 with 40 Dam Block.

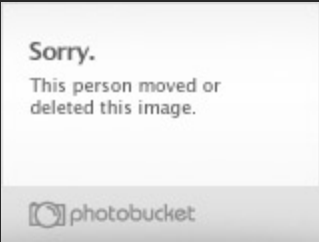
Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 05, 2009, 11:12:22 pm**

uh... holy crap.

WHO DID HE KILL!? :o

EDIT:

Bubbles in Memorium



Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 05, 2009, 11:57:25 pm**

No one here...Yet anyway.

I'm assuming that if hes suvived long enough to become an Axelord that he must have killed a few things. So I storied it up a bit to give Tradeblack a bit of history like I did with Stophatred.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **May 06, 2009, 12:45:33 am**

Heh, this is gonna be fun.

Also, do you have a record of how many kills each character has made?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 06, 2009, 02:32:30 am**

Of course

The current count is:

Wok: 41
Nil: 32
Hawkfrost: 16
Vabok: 19
Kornash: 15
Speardwarf: 1
Iton: 1
Bob: 22

Speardwarf and Iton don't have much luck when it comes to getting kills.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **May 06, 2009, 04:37:18 pm**

Um. Barbarossa, isn't Bubbles, or at least that Bubbles, from a different story?

Also, size 30 goblins? How strong were they before? How did we survive ???

Wow.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 06, 2009, 05:42:24 pm**

I think I finally found the happy medium between Warriors bulldozing Goblins by blinking and Goblins overrunning the Warriors with sticks and rocks. I was using the unmodded size before just with more Dam block. You survived because you're so skilled.

This battle was quite bloody and led to some great Warriors hanging onto life by a thread. I think Kornash had the worst time of it though.

Also discovered that I hadn't updated Nil's kill record since Stophatred's invasion. The updated kill count puts Nil ahead by 1 with Wok in second.

Report will come later tonight once I have a chance to sort through my notes.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **May 06, 2009, 05:53:31 pm**

Quote from: thunderclan on May 06, 2009, 05:42:24 pm
I think Kornash had the worst time of it though.

God... Fricking... DAMNIT.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 06, 2009, 07:50:35 pm**

Quote from: LegoLord on May 06, 2009, 04:37:18 pm
Um. Barbarossa, isn't Bubbles, or at least that Bubbles, from a different story?

What? My engraver can't paint a picture of a dead dwarf from Libash Tobat?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 06, 2009, 10:03:35 pm**

I got no problem with it ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 06, 2009, 10:40:31 pm**

There was alot going on in this battle so bear with me here.

14th Granite: Continued

Quote
"Bow before Xuspgas Tradeblack!" The Goblin hissed as he pulled an axe from its sheath. "8 of your kinds pathetic Warriors have fallen to my blade and today I will add many more beards to my collection."

"Is that all?" Wok asked as he and Kornash drew their blades. "Thats hardly worth bragging about." Xuspgas roared in fury and brought his axe down on the closest creature, Wok's pet Donkey who went flying past the Warriors into a tree.

Kornash charged with Wok and Vabok hard on his heels. Grinning Xuspgas brought his axe blade around and into Kornash's left leg. Pulling the axe out he proceeded to chop savagely at the Warrior's leg before smashing him in the head with the axe handle.

As his friend fell to the Goblin's onslaught Wok and Vabok took him by surprise. Wok's sword scratching at the Axelord's armor while Vabok punched him in the face, flattening his nose.

As Vabok was sent flying Wok saw Kornash's son Speardwarf running into view with 2 War Wolves. Leveling his spear the young Warrior charged and managed to sink the spiked spearhead deep into Xuspgas hip before the Goblin's axe smashed into his right leg. The Warrior stumbled to the ground.

Xuspgas ducked as the first Wolf leapt at him, slicing the unfortunate creature in half with a slash of his blade. The second ran in but was sent flying minus a leg.

The Metalsmith Kadol poked her head out of the Hotel's Gatehouse. As she tried to decide if it was safe to run for the main gates she saw Kornash splayed on the ground. With another glance she rushed out and wrapped her fingers around his arm and started pulling him toward the gates.

She shrieked as the Goblin was pushed closer to her and took off into the trees to hide, dragging Kornash along the ground. The bumping brought him around and he started yelling at Kadol to let him go. She obliged and turned back toward the fort.

As he began to wonder if he would be found he saw the Peasant Udib following the pool of blood that had been left. When she saw the Warrior laying in a growing pol of blood she grabbed him and started carrying him back to safety...

Had to cut this off. Second part coming now!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 06, 2009, 11:19:00 pm**

14th Granite: Continued Again

Wok cursed as he was driven back agin by Xuspgas axe. Just as he was preparing to charge the Goblin again a strange feeling overcame him, rooting him in position even as he struggled against it. His struggles ceased as he noticed the armor clad Warrior standing in front of him.

Without a word the Warrior approached Wok and seemed to be absorbed into him. Wok could feel fresh strength and power flowing into him even as he regained control of his body.

Dropping his shield to the ground he pulled his second sword and charged Xuspgas with a yell. The Goblin Axelord turned in time to block the first blade but grunted as the second sliced into his arm. Pulling back he brought his own shield up. Wok brought his swords down and slashed through the shield, the halves falling to the ground along with a bit of Goblin skin.

Xuspgas was forced to fall back as the crazed Warriors dual blades sliced through his armor like it was nothing. The hilt of one of the blades caught him in the side of the head. Shaking off the ringing in his helm he brought his axe down hard on Wok's left leg, expecting the Dwarf to fall like the others.

When Wok just brought his blades down on Xuspgas arms, leaving gaping scratches in his skin he knew something was wrong. Fear appeared on his face as he backed away only to be slashed across the throat by the swords. Xuspgas fell back against the wall as he grabbed his throat only to find that the armor has held.

Knowing his plans were falling apart he turned to run. As Wok watched the Goblin heading for the trees he sent his swords flying through the air to impale the Goblin through the back and send him tumbling to the ground. Vabok finished the job with a slice of the throat.

As Wok pulled his swords from Xuspgas body he was overcome again as the strange Warrior stepped out of his body and stood before him again. Raising his own sword in farewell he faded.

As soon as the Warrior vanished Wok fell to the ground as a searing pain swept through his left leg. Dropping his swords he grabbed his leg and found it horribly cut up. Exhaustion and pain overcame him and he fell forward into the grass.

One more fight coming up in todays notes but the main event is over. Comment away ;D ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 06, 2009, 11:38:08 pm**

Holy crap. Size 30 gobbos can do some DAMAGE. is Speardwarf okay?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 06, 2009, 11:50:30 pm**

Hard to say if any of them are OK at the moment:

Wok's leg is mangled and he is resting in one of the spare bedrooms.

Kornash got a mangled leg and a head injury and is uncouncious next to a bed

Speardwarf got the lightest injury with only a broken leg and by the end of the last bit of the fight he was down to a heavy wound so I think he'll be ok but you never know.

Kornash is the one I'm worried about. Every single square he was dragged through has a POOL of blood on it. Thats over 100 squares, I'm thinking his chances are slim but they are there.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **May 07, 2009, 01:40:34 am**

(un)Holy carp! Goblins on steroids is serious business.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **May 07, 2009, 04:49:26 am**

Quote from: thunderclan on May 06, 2009, 11:50:30 pm
Kornash is the one I'm worried about. Every single square he was dragged through has a POOL of blood on it. Thats over 100 squares, I'm thinking his chances are slim but they are there.
Quote from: muwahahaha on May 06, 2009, 05:53:31 pm
God... Fricking... DAAAAAAAAAAMNIT.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 07, 2009, 07:51:11 am**

We need more warriors to combat this menace! ZERG RUSH!!! KEKEKEKEKE!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 07, 2009, 04:35:25 pm**

14th Granite: Final Part

As Wok and Speardwarf were carried to safety by civilians Sir Nil ran past with Hawkfrost and Iton. As the Warriors rounded the corner of the wall they saw several Hammergoblins beating one of the Elven merchants while his camel stood to the side watching.

Iton launched a number of bolts that turned one Goblin into a pincushion and pinned several others to the ground as they tried to run. Hawkfrost and Sir Nil finished them off quickly and stepped aside to allow the civilians to loot the dead elf's camel.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 09, 2009, 11:26:30 pm**

[size=8]ATTENTION[/size]

There will be another update sometime during the coming week. After that I will be unable to play for close to 3 weeks.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 10, 2009, 12:00:01 am**

okay... good luck on your mission, agent thunderclan!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **May 10, 2009, 02:10:43 am**

Please for the love of god don't leave me hanging regarding Kornash's fate. I think I would murder soemone if you did.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 10, 2009, 12:12:17 pm**

Thats the main reason I'm doing 1 more update, to learn the fate of all our wounded Warriors.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 13, 2009, 07:41:49 pm**

A few unexpected events this time should make the future interesting.

15th Granite

In the aftermath of the battle Fireheart sent several Dwarves to aid Mothwing in the temporary hospital. These assistants constantly rushed through the halls with buckets of water and rolls of cloth to be turned into bandages while Mothwing used every bit of her knowledge to try and save the injured Warriors.

18th Granite

Mothwing's Medical Report

Patient: Wok
Notes: Leg healing quickly. Will hold him for a few more days before releasing back to duty.

Patient: Speardwarf
Notes: Injuries healed. Released back to family. Recommended more rest before returning to duty.

Patient: Kornash
Notes: Leg mangled but healing well. Regained counciousness long enough to take water and wolf roast.
Chance of Recovery: High

1st Slate

Seeing the crowd gathered near the Tower Fireheart summoned Hawkfrost and Iton to his side before pushing his way through to where Orwen was trying to comfort her daughter Reg.

"Orwen, what happened here?" Fireheart asked. "A Goblin." Orwen answered. "The foul creature attacked Reg and took my granddaughter Iden. Nil tried to catch him but lost the trail at the chasm."

"Hawkfrost." Fireheart said as he turned toward the Warrior. "I want a patrol of the entire Northren territory before dark. I doubt you'll find Iden or her kidnapper but we can at least make sure no more Goblins are lurking in the area." With a nod Hawkfrost ran off toward the North with Iton and Bob following.

The first Dwarf to be lost to Snatchers. By the time I saved Wok and Speardwarf were already back on duty and Kornash's leg was only grey. I think they are all going to recover and fight again.

Short update coming as soon as I figure out how I want the momentous occasion to be written. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 13, 2009, 07:55:07 pm**

The air is charged with tension!

it explodes in gore!

((wait... what?))

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 13, 2009, 09:32:30 pm**

5th Slate

Zasit paused to straighten her cloak as she reached the top of a hill that looked down into the hilly territory. Even at this distance her keen eyes could see Dwarven bodies swarming over some sort of building that rose toward the sky. Grinning at the thought of finally getting out of the sun she started walking once more.

Barbarossa sat with Zaneg and Legolord as they passed around a barrel of Strawberry Wine and watched the Mason's putting together the flow walls. Turning to survey the hills Zaneg noticed a dusty figure heading toward the gates and with a nudge to Barbarossa and Legolord the Dwarves walked over to intercept him.

As they approached Legolord could see that the Dwarf was wearing a fine cloak and hood but no pants. At that moment he knew exactly who the Dwarf was.

"Greetings!" Zasit said as she was approached by 3 Dwarves. "I am Zasit Bridgesold, Tamer of Terrible Beasts and Crafter of Great Metalworks. I am your new Dungeon Master."

"I'm quite tired after my journey from the Mountainhomes. I hear from the Merchants that you have several lavish suites that would suit a Dwarf of my standing perfectly. Kindly take my bags to one of them." At this the 3 Dwarves burst into laughter, several minutes passed before they regained their composure.

"Do you have any idea where you are Zasit?" asked a Dwarf that wore a signet ring of a tower on one finger. "Flamebanner, approved by the Noble Council almost 10 years ago. Now stop wasting my time and do what I've asked before I report you to the Guard Captain." Zasit stated with a glare at the Dwarves who dared laugh at and question her.

Another round of laughter followed as the ring wearing Dwarf spoke again. "You need to go see our Leader Fireheart. He'll set you straight on how things are done here."

The first Noble to arrive in Flamebanner or any of my Fortresses. Anyone want to claim her? She won't be killed unless she gets to out of hand. Second part of her introduction to the ways of Flamebanner will arrive later. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **May 13, 2009, 11:13:39 pm**

Ah, the second most useful noble!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 14, 2009, 01:44:27 pm**

After getting lost several times and finally having to ask for directions from a passing Dwarf Zasit burst through the door of Fireheart's office. As she approached the desk she saw 4 Dwarves waiting for her. She assumed the Dwarf with the red beard was Fireheart and recognized another as the Dwarf that she had met at the gates.

"Welcome to Flamebanner Zasit." Fireheart said as he motioned her to a chair. "Barbarossa here tells me that you're here to be our Dungeon Master. He also said you requested one of the suites in our Hotel."

With a nod Zasit replied. "Indeed I did. And I need to have a word with your Guard Captain about sending a few Dwarves to the Hammerer for not following the orders of a Noble."

Zasit was so intent on her ranting that she didn't notice that the other Dwarves had backed away from the desk.

"Allow me to set you straight on a few things. First of all we have no Guard Captain. Sir Nil is my Deputy and carries out the duties of a Captain but without any of the pompousness I've seen in the Moutainhomes Captain." We also do not have a Hammerer and if we did he or she would probably be killed for attacking a Dwarf with a hammer."

"That brings us to your final claim. That as a Noble you are entitled to one of our Hotel Suites. Those Suites are not built for Nobles but for those Dwarves who have done great service to the Fortress and Thunderclan. Our Warriors hold most of the Suites currently." "Soldiers!" Zasit said her voice rising in disbelief at what she was hearing. "You say that soldiers are more important to the well being of the fortress then me? I am a noble! This place can't run without me!"

The few Dwarves having a drink and a biscuit heard a loud crash of stone on stone from Fireheart's office. A moment later the door opened and Fireheart apeared dragging Zasit by the cloak.

"This fortress has run well for nearly 10 years without you or any of the pompous Nobles screwing things up. I'm going to let you stay for now. You can join Sarek's metalworking team and learn something useful. Do good service to us and you might eventually get that suite you want so badly." Releasing her cloak Fireheart turned and walked back to his office.

Now you know my views on the Nobles. Hopefully Zasit's love of expensive metals and gems and Dragon Bone won't cause to much trouble once she starts making demands.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **May 14, 2009, 08:34:29 pm**

I'm shooting for the completion of the Tower and 1 more update tomorrow.

Hopefully this thing will prove workable after the final flow wall is set.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **May 15, 2009, 03:57:28 pm**

A mural of Armok should be placed on the roof of the tower.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 03, 2009, 11:33:26 pm**

I'm back from my adventures. Give me a day or 2 to recover my gaming senses and I'll resume updates.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **June 04, 2009, 01:00:00 am**

Huh? You were gone?

Just kidding, hope you had fun.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **June 04, 2009, 12:59:07 pm**

Quote from: thunderclan on June 03, 2009, 11:33:26 pm
I'm back from my adventures. Give me a day or 2 to recover my gaming senses and I'll resume updates.
Yay. More adventures of the Fortress of giant families.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 07, 2009, 10:59:42 pm**

BOMP!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 08, 2009, 01:17:21 am**

The fortress will resume tomorrow now that I have all the other things that piled up out of the way ;D ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 08, 2009, 05:40:41 pm**

14th Slate

The fortress rejoiced over the news of the wedding of Apprentice Carpenter Kubuk Metsteel and Peasant Morul Tradedbank as well as the news of Skid's newest child, a girl she named Libash Spatteredcloister.

22nd Felsite

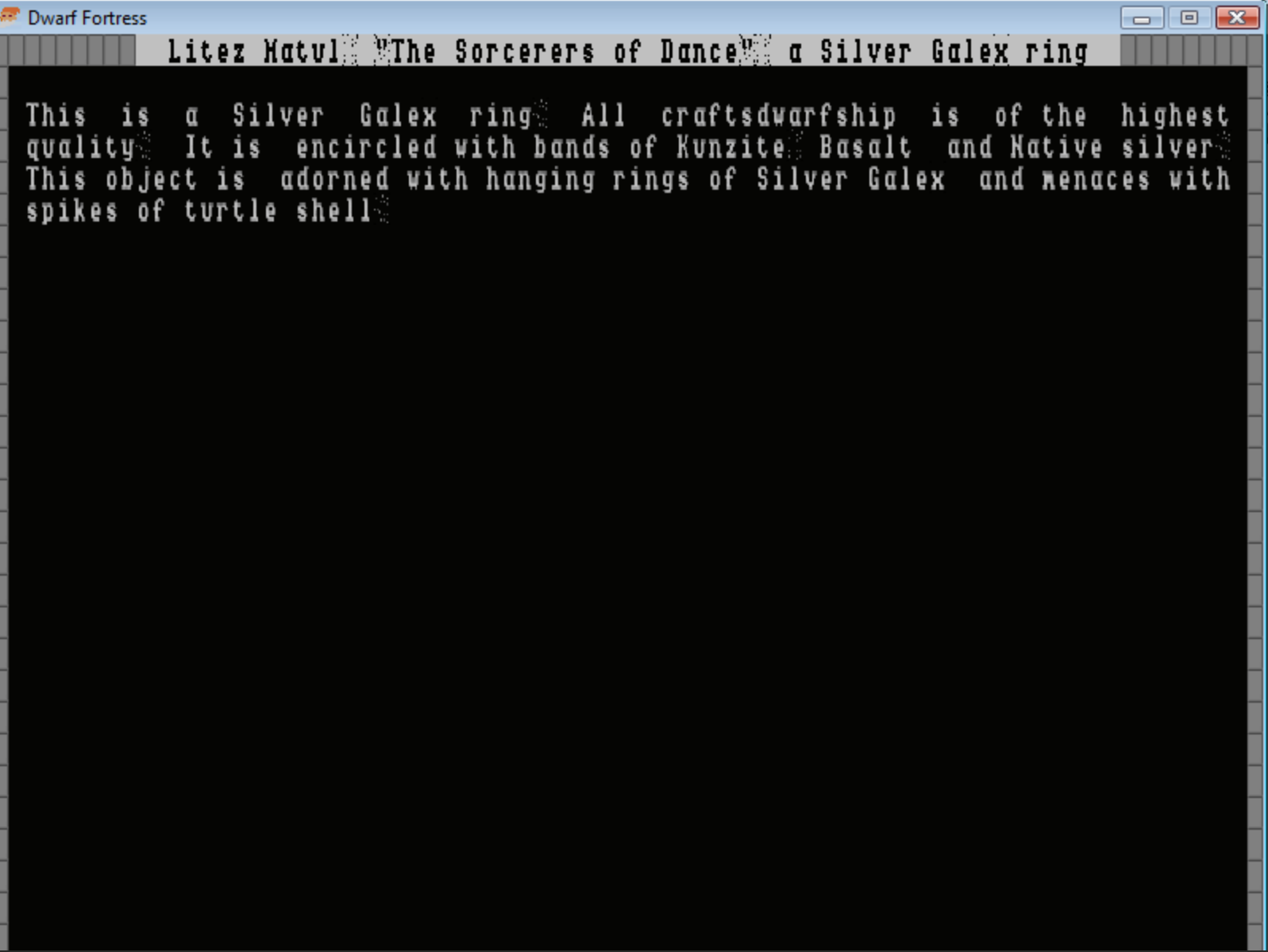
Planter Lolor Budkeys dropped the seed bag he was carrying and took off toward the workshops. As he entered the unused shop a list appeared in his mind and he set off in search of the materials he needed.

Later, after gathering a Silver Galex log, cut Kunzite, Basalt black, Native Silver block and Turtle Shell he set to work with hammer and saw.

25th Felsite

Lolor reappeared from his workshop holding a beautiful wooden ring in his hands. light glinted off the bands of Kunzite and Silver. When Jillian asked what he called his creation he replied. "Litez Matul. The Sorcerers of Dancing." A quick appraisal from Newb valued the ring at 88800 bucks.

Spoiler (click to show/hide)



1st Hematite

Orwen smiled as she glanced from her blueprints to the structure that swarmed with Dwarves. The Masons put walls up along the flow channels while Sarek directed the Metalworkers in raising a pair of Iron Statues to the edge of the channel. Several levels below Fireheart broke away Shale as he dug out the second reservoir.

With the statues of the Dwarven War God Eges placed, Sarek ordered his men out of the way so Barbarossa and Korgan could wall up the gap in the flow wall.

Title: **Re: Flamebanner (Community Fortress) Danger on the Horizon**
Post by: **thunderclan** on **June 09, 2009, 08:23:19 pm**

Looks like things just got more dangerous in Flamebanner.

10th Hematite

After another day of hauling stones and taking down scaffolding from the outer walls the citizens of Flamebanner were happy to have a party to attend, the celebration of the marriage of Zaneg Racktwigs the Weaponsmith and Lolor Budkeys the Woodcrafter.

13th Hematite

Fireheart was on his way to the Dining Hall for breakfast when the clanking of metal on stone made him turn as Hawkfrost and Iton appeared supporting a Dwarf between them. As he took in the Dwarf's tattered uniform and the terrified look in his eyes he went on instant alert. Clearly this Dwarf did not bring good news.

Setting the Dwarf down gently against the wall Hawkfrost turned to Fireheart. "We found him in the Northren part of the territory, near the chasm. We're not sure yet if it was Goblins or some creature of the chasm that did this to him but we're hoping he'll be able to tell us soon."

"Iton, go and get a barrel of the strongest booze we have and bring it back here. And find Mothwing to!" He added as the young Warrior darted off...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **June 10, 2009, 12:24:22 am**

Danger? In Flamebanner? I never knew that happened anymore.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 10, 2009, 12:56:18 am**

Apparently it does Hexed. We are now under Siege by the Undead.

Hopefully I didn't screw up the update to much. Wasn't expecting to be sieged yet so I had to combine that with the messenger bit.

13th Hematite

Mothwing did all she could but the Dwarf's injuries were horribly infected and her skills could do nothing but ease the pain in his final moments.

As Fireheart finished reading the letter the Dwarf had been bringing to him he called Sir Nil and Wok into his office.

"The news is not good. All of our mines and outposts in the mountains have been found devoid of life, no signs of battle or resistance. Only banners with the same design we've seen around here."

As he started to continue he was interuppted by the sound of the alarm bell ringing. With the Squad Leaders on his heels Fireheart flew up the stairs to the gatehouse where Speardwarf and Vabok pounded on the bells. Kornash saw them arrive and rushed over.

"We're being invaded!" He shouted above the bells. "Coming in from the North."

The 4 of them mounted the stairs to the battlements where Nil produced a spyglass and peered through it:

On the other side of the chasm he could see the enemy. bleached bones and grinning skulls marking them as Undead. He saw a few pikes but most of the skeletons appeared unarmed. They wore tattered and rusted armor and he could see the banner they carried.

"The Strokes of Worry." He said as he handed the spyglass to Wok. "We're being sieged by the Undead soldiers from The Strokes of Worry. We may have an equal now, an enemy we can't simply stab or strangle." He paused to run a hand over his hammer. "Crushing them should prove quite effective though."

"Get the civilians inside and muster the rest of the Warriors! We are at War!" Nil shouted down to Vabok and Speardwarf who were now helping the civilians through the gates.

Barbarossa stopped at Fireheart's side and flipped open a journal. Pulling a pen from his pocket he took down the date and the name of the War they were now involved in. As he walked inside Barbarossa looked down at what his Leader had written:

13th Hematite
The Ash of Bandits begins with The Mystery of Harvesters.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 10, 2009, 07:57:05 am**

ooooooh, undead! ;D

This should make it difficult.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **June 10, 2009, 08:31:44 am**

Holy carp! Undead warriors! And undead animals were bad enough . . .

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir diesalot** on **June 11, 2009, 01:45:23 pm**

Bwahahaha undead, this should be fun for the army, especially those of us who like to smash things :P.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 11, 2009, 06:36:16 pm**

That was...less then impressive. I'm definetly going to have to buff these guys up a bit. Annoying Martial Trance.

I don't think I've ever seen 18 invaders slaughtered in less then a minute.

Battle Slaughter Report up soon.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 11, 2009, 07:52:03 pm**

13th Hematite

As the final civilians hurried inside the walls Sir Nil led a patrol made up of Hawkfrost, Iton and Bob toward the chasm to face the undead threat. Wok and the remaining Warriors took up positions around the gatehouse.

As Nil's patrol broke the trees they could see the Undead marching past the bottom of the slope. Letting loose a war cry Nil leapt down the slope with hammer drawn. As he fell toward the ground the haze of a trance overcame his vision and strength surged through him.

He brought his hammer down in an arc as he landed, shattering the arms from the Wrestler who tried to grab him before smashing its skull to dust.
As the remaining invaders closed around him the other Warriors charged into battle.

Iton proved his markmanship by sending bolts flying into the empty sockets of the undead's skulls before detonating them. Half the force fell before the explosive attacks.

Bob was laughing as he shattered several skeletons to dust with a single swing. Nearby, Hawkfrost was having a hard time finding an enemy to fight that wasn't blown apart by Iton's bolts.

As the bone dust settled and the Warriors sheathed their weapons Nil's trance left him and he staggered slightly from the sudden loss of strength. Smiling as he surveyed the bone littered battlefield he directed his patrol back to the Fortress for a celebratory barrel of rum.

As the alcohol flowed in the Dining Hall that night Fireheart announced that due to his valor and skill in battle against the Undead Iton had been granted a title. He would now be known as Iton Brainarrows The Moist Decency of Knights.

Iton took the field today with 7 kills, Nil and Bob took 5 each while Hawkfrost scored 1 kill

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **June 11, 2009, 08:32:41 pm**

And naturally Kornash was nowhere to be seen >_>.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 11, 2009, 09:55:34 pm**

Naturally speardwarf was too busy training!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 13, 2009, 06:12:46 pm**

No report today as nothing very notable has happened. This will be a listing of what has happened recently:

Jillian gave birth to a boy she named Shorast Fedfortress.

The Human Caravan arrived and we traded Goblin junk for bars, booze and food. Newb requested more of the same for next year.

And finally Newb was reelected as Mayor of Flamebanner.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 17, 2009, 01:05:14 pm**

yay for newb!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 17, 2009, 02:47:55 pm**

What could be a major report will be coming up later today. I will only say that someones Dwarf has died.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **June 17, 2009, 04:36:00 pm**

I'm betting on myself.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **June 17, 2009, 05:27:03 pm**

Quote from: sonerohi on June 17, 2009, 04:36:00 pm

I'm betting on myself.

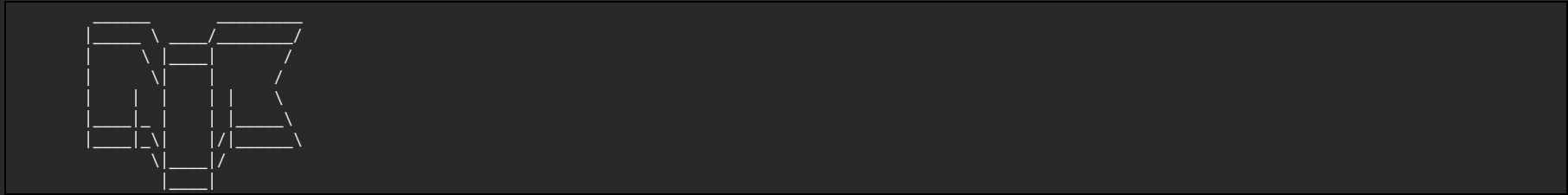
Me. I'm not military, but when has that ever saved a dwarf?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 17, 2009, 06:21:10 pm**

20th Malachite

The Masons and Metalworkers gathered around as Orwen and Sarek revealed the plans for the mural they had designed for the Hall with Hawkfrost's help.

Code:



After marking out the different areas of the mural the Metalworkers set to work placing gold bars along the edges while the Masons brought in slabs of felsite for the center pieces.

15th Limestone

Kornash and Speardwarf stood on the wall and watched the bleached bones of Undead warriors appear in the distance. "Keep an eye on them." Kornash said as he started down the stairs to the ground. "I'll go notify Wok and Sir Nil."

Moments later he returned with a scowl on his face. "They're asleep. I couldn't even hear myself think over the snoring. Guess its up to us to hold them off."

Stopping above the chasm the 2 Warriors had a perfect view of the enemy. "2 squads." Speardwarf observed. "The higher squad appears to be mostly Wrestlers with a few hammers as back up and a Macelord. The second group is swords with some Wrestlers and an Axelord."

Grinning at the thought of a big battle Kornash led the way as they climbed higher into the hills.

The Undead barely knew what was happening as Speardwarf and Kornash leapt into battle, tearing apart the corpses in seconds. The Macelord had hardly raised his weapon before he was airborne. As he fell back to earth he saw the Dwarves shatter the last of his squad before he impacted the ground and blew apart.

After taking a moment to catch their breath the Warriors took off toward the trail that would lead them around the chasm and to their next fight...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 17, 2009, 07:10:44 pm**

15th Limestone Continued

Lakescorches paused as his forces looked out over the territory they would soon capture for their master. He could feel that the strength of his forces had diminished. That could only mean that idiot Macelord was dead.

As he gave a silent order to his troops to prepare to fight he could see the light glinting off the armor of what must be the defenders of this land...

Kornash quickly drew his sword as Wrestlers charged them. Several made the mistake of charging straight up Speardwarf's spear and getting their heads knocked off by his fist. As Kornash shoved his blade through another Wrestler's skull he spotted the Axelord and quickly ran up to do battle with him.

His first swing glanced off the Skeleton's iron armor and he was forced to duck as the axe swung toward him. He swung his sword several more times and finally manged to get around the creature's shield arm and lop off the hand that held the shield.

Seeing the axe swinging toward his head again he ducked only to pain shoot through his body as the axe ripped a huge hole in his armor and a hole in his lower body. As his blood covered the ground the Axelord knocked his legs from under him, sending the Warrior rolling down the hill.

Seeing his father injured sent pure fury flowing through Speardwarf. As Kornash struggled to his feet and began to stagger back the way they came he shattered the Swordsman he was fighting and turned to face the Axelord.

Digging his spearhead into the ground and leaping into the air he smashed several ribs and both legs from the Skeleton. Pulling the spear from the ground he slashed up, shattering several more bones before impaling the grinning skull on his spear. As the dark magic fled from the broken body Speardwarf remembered his father.

He found Kornash's limp form several yards away, eyes staring sightlessly into the sky. Sheathing his spear he took up the dead Warrior's body and started back toward safety.

As Speardwarf passed through the shadows of the gatehouse he could see the civilians preparing to head out on their various jobs. It was Skid that saw the returning Warriors first. As she pushed her way over to him she saw the look of sadness on his face.

It was then that she recognized the thing in his arms as her husband. Letting out a mournful cry that attracted the attention of both Wok and Fireheart she helped Speardwarf lower Kornash to the ground.

Turning to face the crowd he pulled the skull off his spear and tossed it to Fireheart. "He died in battle. They were stronger this time." With that he turned and walked into the fortress.

Yes, Kornash is dead. He is father to 7 children though, including 2 Warriors (maybe more). For the moment he is resting in the main tombs. Once the Hall is completed he will be moved to his proper tomb. He had 24 notable kills when he died.

Speardwarf has a full title now. Speardwarf Dwelledcloister the Plain Door of Knives.

Also the Banner of Flamebanner is finished.
Spoiler (click to show/hide)



Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 17, 2009, 08:41:50 pm**

MY FAAAAAAAATHER!!!!

Oh noooooOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO!!!

Well, I lived. And kicked ass! (punched face!)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **June 17, 2009, 08:44:56 pm**

Once again, my paranoia proves to be incorrect. Say, how good a glass maker am I at this point?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 17, 2009, 09:51:42 pm**

You're currently a High Master Glassmaker. Also Great in all the conversation skills

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **June 17, 2009, 09:53:11 pm**

Wow. These undead seem hardcore.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **June 20, 2009, 06:20:51 pm**

Awww, first my internet, now my dwarf. WHAT IS THIS WORLD COMING TO?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 20, 2009, 07:50:14 pm**

Feel free to claim another Dwarf. I think we've got plenty to spare. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **June 21, 2009, 07:30:43 am**

Eh, may as well.

Lets see shall we?

Ill grab myself another military since K was so useless. Although this time I might take a crossbowdwarf. Male, please, and called Tamunshin.

Hopefully this dwarf will make more of an impact on the battlefield and spend more time training and less time procreating.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 21, 2009, 05:48:24 pm**

I'll see to it Tamunshin is added in the next update.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 22, 2009, 08:19:50 pm**

16th Limestone

Kornash was laid to rest at dawn. His tomb was quite empty as he was going to be moved to the Warrior Tombs soon.

Soon after the gates were closed and every member of the fortress came together in the Great Hall. Fireheart stepped up and began to speak.

"Kornash's death is a great blow to this fortress. He was a Warrior and one of the 7 who founded this fortress. He knew that his responsibilities might be the death of him but his family has become one of the greatest fighting force in the fortress."

"Moving on, we have 2 new Apprentices who need assigning." He gestured to the Warriors he had chosen to come forward. "Hawkfrost, you're a veteran Warrior and have shown great skill. You will mentor Legolord's son Tamunshin Giltbulwark."

"Speardwarf, you have proven that you have your father's skill in battle. Pass that skill on to Orwen's daughter Arzez Swordmartyrs."

As the new Apprentices went to stand beside their mentors the crowd erupted with cheering.

Short update but I wanted to focus on the new Apprentices without anything else getting in the way.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 23, 2009, 08:22:53 am**

Can Kornash be buried beneath the future 'family mansion'?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 23, 2009, 11:06:05 am**

I guess I could do that. Would take several years though as the project hasn't even been started yet.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 25, 2009, 01:35:47 am**

New update coming tomorrow. Apparently this was the Birth Update, I think we got like 6 births before I stopped for the night.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 25, 2009, 03:43:26 pm**

Smaller update then I planned but apparently the Goblins decided they weren't going to just DIE anymore so we're having a few problems with them. :-[

20th Sandstone

Tirist Atticfeasts sat staring into his ale mug. The boredom of having nothing to weave was starting to get to him. He knew he could create beautiful clothes for everyone but everyone seemed to prefer to walk around in tattered rags that could hardly be called clothes at all.

Draining his mug Tirist stood and left the Hall. He knew he had to create something before he went crazy. Upon reaching the workshop level he pushed open the door to the main stockpile and vanished inside.

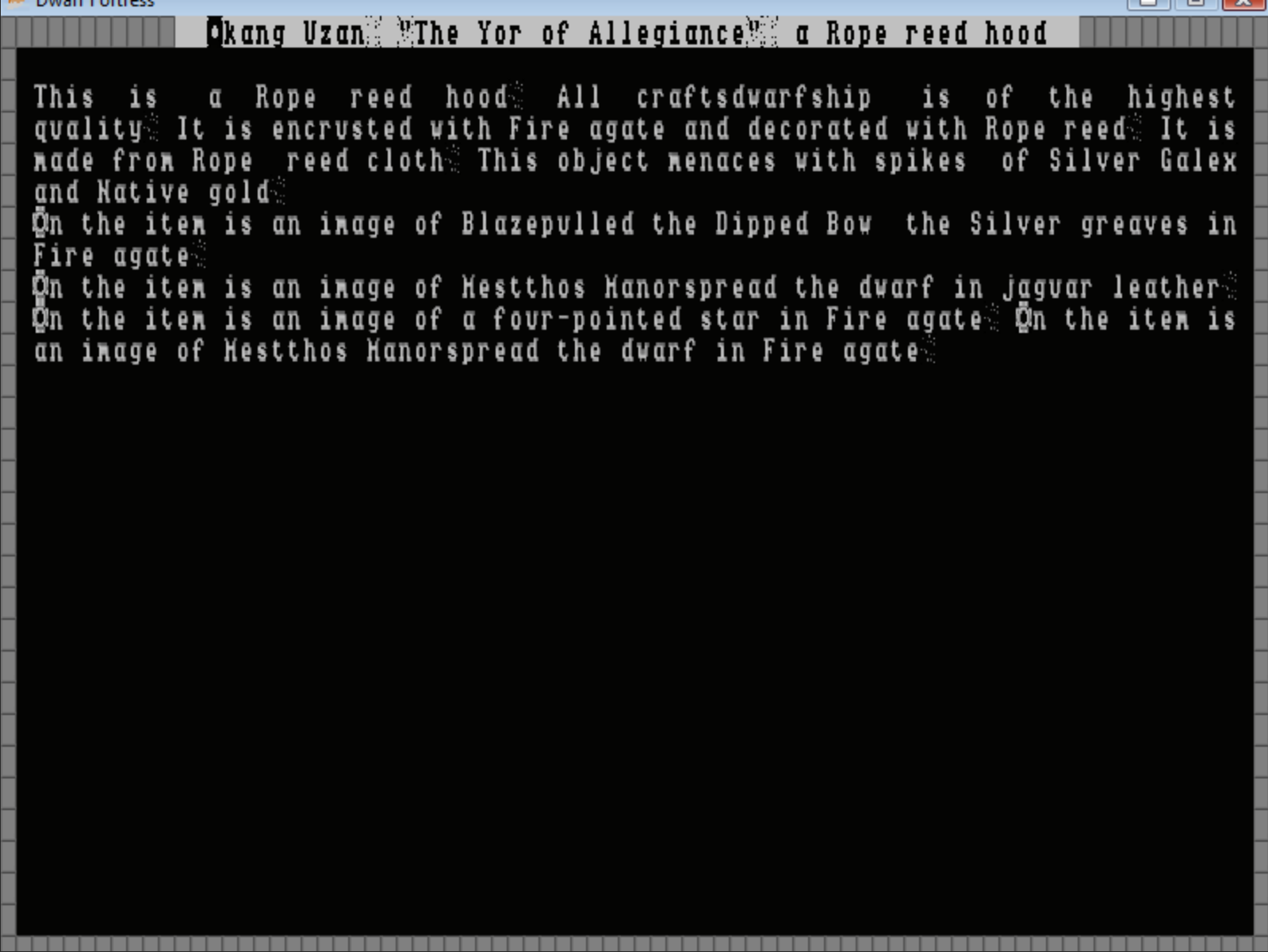
Moments later he reappeared with a bin full of materials in his hands and proceeded along the passageway to his shop, stopping only to pick up 1 last thing from the woodpile.

After blocking the doorway with a large shelf he set to work. As he worked the cloth and leather and chiseled beautifully detailed images into the Fire Agates Tirist could feel all of his pent up skill flowing out of him.

22nd Sandstone

Tirist burst into Fireheart's office to find that he had interuppted a meeting. As Newb, Barbarossa and Sir Nil turned in their seats to look at him Tirist pulled the hood from his head and tossed it to Newb whose eyes widened as she saw what the jobless Weaver had created.

Spoiler (click to show/hide)



"Its a beautiful piece of work." Newb said as she passed it around to the others. "What do you call it?"

"Okang Uzan." Tirist replied. "The Yor of Allegiance."

And its valued at 79600 bucks. :)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 25, 2009, 03:52:18 pm**

I've gotten tired of trying to work all the birthes in among the bigger events so I'm going to try a new way of keeping track of them. Let me know if you like it or not.

From Mothwing's Journals

Birth Report

I have taken it upon myself to keep a record of all the new Dwarves being born to the various families that have sprung up here in Flamebanner.

28th Sandstone: Newb gave birth to a girl. Named Minkot Bellsflash

6th Timber: Reg Wallfield gives birth to a boy. Named Ustuth Townbrush

23rd Timber: Edem Wipesling gave birth to a boy. Named Dobar Rackside

1st Moonstone: A double birth today. First Igorina gave birth to the boy Litast Bluemirrors and soon after Iden Nourishtower gave birth to a boy she named Kogan Relicreigned.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 27, 2009, 02:26:44 pm**

I'm working on the next battle report now. I will say this: Our 2 newest recruits had an interesting time of it.

EDIT: And Speardwarf lost his spear AGAIN.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 27, 2009, 03:24:03 pm**

18th Moonstone

Xek gestured wildly to his fellow Goblins as he drew his sword. As the order for silence went down the line Xek gestured again and stepped out into the open. Keeping low to the ground the Wrestlers darted ahead toward the golden structure ahead of them.

The Goblins were so busy watching for Dwarves that they failed to notice the gold chain that vanished into the shadows of the wall. Stopping to watch the main gates the Wrestlers were the perfect target for the Wolf that stepped out of the shadows and began padding silently toward the unwary Goblins.

Xek and the rest of the ambush party arrived in time to see a flash of grey before one of the Wrestlers screamed and dropped to the ground. Happily chewing on the Goblin's leg was a Wolf and as they watched a second beast came to stand beside its packmate.

Knowing that someone would have heard the scream Xek and his men attacked, quickly slaughtering their canine foes. As Xek wiped the blood from his blade the party heard shouts and knew that they had lost the element of surprise. Signaling to his men to retreat he didn't notice the flying spear until it tore his throat out.

Speardwarf grinned as he saw the Swordgob fall with his spear embedded in its neck. Pulling a dagger from its sheath he joined the rest of the Warriors that charged the invaders. He was completely amazed at his Apprentice's skill.

Even with no real training and no equipment the young Dwarf managed to take down 3 Goblins while Tamunshin took down the final 2 as they fled.

The victory celebrations stopped as Sir Nil came up to them with Wok. "This was a full squad but there are bound to be more approaching. Wok's squad will patrol the sand pit area. The Apprentices will remain at the gates while my squad proceeds to the bridge." As Speardwarf ran off to join Wok and Vabok he realized he'd neglected to pick up his spear. There was no time to go back now...

Second part up soon. Along with an updated kill count.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 27, 2009, 04:53:26 pm**

I am completely amazed at our 2 Apprentices :o

18th Moonstone Continued

Sir Nil had been right about more invaders approaching. Almost as soon as his squad was situated on the bridge they uncovered a group of Wrestlers coming down the road. Drawing their weapons they engaged and quickly began to lose ground.

Seeing that the Warriors were getting beaten back Arzez and Tamunshin ran in to help at the same time as a Hammergob joined the fight with a Wrestler and 3 Speargobs.

Pushing past the Warriors the 2 Apprentices rushed the lowered Goblin spears and jumped over them, crashing into the surprised creatures. As Goblins and bits of Goblin flew over the bridge into the brook the Warriors caught brief glimpses of the Apprentices, covered in blood and tearing apart the invaders with ease.

When the final Goblin had been slain the Apprentices ran back toward the gate, stopping long enough to nod to their Deputy as they went.

All but 1 of the kills in todays battle went to the 2 new guys.

The kill count stands at this:

- Wok: 41
- Nil: 47
- Hawkfrost: 19
- Vabok: 20
- Kornash: 24
- Speardwarf: 25
- Iton: 7
- Bob: 27
- Arzez: 9
- Tamunshin: 7

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 27, 2009, 09:48:46 pm**

I've finally surpassed by father!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 27, 2009, 10:07:16 pm**

Only because hes dead.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **June 27, 2009, 11:02:39 pm**

shush, you!

Anyways, I'm surprised Speardwarf is doing so well. Aside from Barbarossa, he's the longest lasting character I've ever had, and the most kick-ass.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 28, 2009, 12:37:17 am**

He can't seem to hold on to that spear of his for anything though.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **June 29, 2009, 01:41:47 pm**

I'm starting to feel worthless. Nil stole my goblin-magnet so now he's getting all the kills!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **June 29, 2009, 02:57:16 pm**

I think with the number of enemies that want to see us dead you won't be worrying about kills much.

In case you forgot we have already taken out 2 sieges. And they'll only get bigger and tougher. Even if I have to toughen them myself.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 04, 2009, 12:19:46 am**

Sorry for the lack of an update. Other things got in the way and probably will again. On to the update!

10th Obsidian

Hexed's mind was racing as he oiled the gears of his catapults. No enemies ever came from the direction that the catapults faced so he had never gotten to crush any Goblins with a boulder.

He was so deep into his thoughts that he never noticed his own spirit being pushed aside as another entered his body...

Several Days Later

Hexed stood in the middle of the Crafts Workshop with a confused look on his face. He didn't remember leaving the battlements and he certainly didn't remember making the crown that sat on the table before him.

It seemed a rather plain thing, made out of shale and with a few green bands around it that were probably green glass. Upon visiting Newb he discovered that his cccreation was worth only 4000. The name Ikalmosos, The Healing Tragedies seemed perfect for the artifact.

12th Granite

Newb gestured impatiently to a couple of Haulers leaning against the Depot as the recently arrived Elves looked at all the stone surrounding them with disgust. Pointing to the pile of goods she had gotten she said. "Get this stuff down to the Kitchens and let Skid know she has fresh supplies to mess with." And make sure Cog gets that Bear settled in the Breeding Center." She added as the Dwarves started rolling barrels through the gates.

17th Granite

Fireheart stood with several other Dwarves on the walls as they waited for Speardwarf's patrol to return. They all froze as the sound of Wok's trumpet echoed off the walls and the Warrior's patrol raced through the gates. "The Undead are back." He said as Fireheart came down the stairs. With a smile he added. "But they're being led by a Guard. Ngam Twinklepolish."

"I'm afraid you're mistaken my friend." All eyes fell on Speardwarf as he passed under the gates with Hawkfrost and Arzez. "They've split their forces in half. That Guard is meant as a distraction."

"Totas Praiscover leads this assault." Many of the Dwarves knew the name. Totas was a Swordmaster who had led numerous raids on the more distant outposts. The current rumors were that he had been made the Local Leader of the Strokes of Worry.

"How many are we going to face?" Fireheart asked as he looked at the patrol leaders. "Ngam only appears to have 2 Wrestlers and 2 Hammermen." Wok reported. "Totas has at least 2 Swordsmen, 3 Lashers and 4 Wrestlers. There aare probbly more that we haven't seen yet though." Speardwarf added.

"Speardwarf, take some Warriors and destroy Ngam's squad while we get the civilians inside." Fireheart commanded. "We'll wait for Totas to come out of the hills and meet his forces in the woods. That will be your squad's job Wok." The Warriors nodded and Speardwarf ran for the gate, collecting his squad as he went.

Are Local Leaders any tougher then normal Weaponmasters?

Next update I'll probably put up our current wealth and anything else I find intereting. I think we're between 4 and 5 million wealth right now.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **July 04, 2009, 03:47:00 am**

Cool! I mooded. Wait, it was a posession which resulted in a useless artifact? Damn.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 07, 2009, 02:18:57 pm**

...OK, I definetly gave the Undead to big of a boost. The update will be delayed while I try to rework their stats so that they don't kill everyone I send at them.

I tried to play out the battle a moment ago and within the first minute or so Speardwarf and Hawkfrost were dead and the 2 Apprentices were swarmed by injured Undead and killed.

This is NOT what has been recored to History. This was a test that failed miserably.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **July 07, 2009, 02:36:55 pm**

phew.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 11, 2009, 09:15:14 pm**

I was apparently a tad off with the number of soldiers Twinklepolish had. First look showed only 4 but **16** were killed including Twinklepolish

Report will be up tonight

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 12, 2009, 02:45:12 am**

17th Granite

Speardwarf ducked as the two Hammermen swung their weapons. Coming up he struck with his spear and sliced through the elbow of one of the hammers. Nearby Arzez and Tamunshin fought a pair of Wrestlers side by side, ducking and weaving to avoid the skeletal fists aimed at them.

The young Apprentices were so occupied with the Wrestlers that they didn't see the reinforcements coming over the hill toward them. Tamunshin cried out as a hammer smashed into his leg, snapping the bone and bringing him to his knees.

Arzez leapt at the new invaders and was rewarded with a blow to the chest that left him barely concious next to Tamunshin. As the grinning skeleton brought his weapon down it fell to the side along with his arms. With another swipe the creatures skull seperated and the remaining body fell to the ground.

Seeing Wok appear with swords in hand brought relief to the injured Apprentices. Rising unsteadily to his feet Arzez helped Tamunshin across the brook to the bridge where he could rest until help arrived.

Speardwarf meanwhile had disarmed several Undead. His spear proved less useful against creatures that didn't have anything to pierce. The arrival of Wok had boosted his spirits and he lashed out at the Wrestlers surrounding him. A number of Undead fell with holes in their skulls as Speardwarf's spear broke through the ancient bone.

Ngam backed toward the trees, drawing his scimitar as the Dwarf with the flashing swords stalked towards him slicing apart any skeleton who got close enough. He brought his sword up to block the first blade but the second removed his sword arm, leaving him helpless to the second attack which ended his existence.

Wok and Speardwarf got all the kills this time. Wok got 11 including Ngam and Speardwarf got 5. Arzez and Tamunshin were wounded but should be just fine.

My inspiration kind of fizzled towards the end. Undead are a bit tougher to write for since they're just bones. I may have to make some *Changes* here.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **July 12, 2009, 09:04:20 am**

Speardwarf kicks face!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 18, 2009, 06:08:57 pm**

Hexed, I just checked your relationships and you have an interesting Lover.

Had more enemies around then I thought but the battle is done. We have 1 Warrior injured rather badly but the Undead were injured worse ;D

I'm aiming to have the report up later tonight. Sir Nil currently leads the kill counter by a good bit.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 19, 2009, 01:26:36 am**

18th Granite

As Sir Nil and Bob prepared to attack Totas and his men Iton ran down from the wall carrying Nil's spyglass.

"Another group is coming in from the Northeast." Iton said as he halted beside Nil. "I counted 16 soldiers bearing a standard I didn't recognize."

"We'll take them out first then." Nil said. "Reload and catch up with us at the Tower." Turning he and Bob ran off while Iton hurried to the Barracks to reload his quiver.

Sir Nil trained his spyglass on the mysterious standard. "Its Nuc Esteemsaves." He whispered to Bob and Iton after a moment. "Totas is good. Hes hoping to confuse us by coming at us from 3 different directions. We'll take out Nuc and then go find Totas."

At a signal from Nil, Iton rose to his feet and fired several bolts into the crowd of bony invaders. As iron tore threw bone Nil and Bob charged, smashing Wrestlers and Swordsmen with hammer and mace and leaving a path of broken bones in their wake.

Nuc was driven into the brush and his body smashed as he tried to free himself.

Totas peered down the mountain toward his goal and grinned as his Guards gave up their lives to exhaust the fortress defenders. As he sensed the destruction of Nuc he ordered his soldiers forward, along the hillier territory instead of across the forest.

Sir Nil and his Warriors watched from the trees until Totas's men turned away before launching their attack on the Swordmaster. Sir Nil and Bob made straight for the higher level where Totas and several of his Lashers waited.

Iton loosed bolts with what would have been great accuracy if he were shooting at Goblins. As it was most of his shots passed between bones. Reaching into his quiver for another bolt he encountered nothing but air.

Remembering his training he drew a dagger from his belt and leapt at the Lashers and Wrestlers before him. He was not fighting long before a Wrestler grabbed him and tossed him further into the invaders. As he rose to his feet a lash whipped around his left hand and pulled. Iton let out a scream as he felt the bone snap and dropped his dagger.

Aiming to knock the head off of another Lasher he didn't notice the Swordsman until his weapon sunk into Iton's chest. Iton gasped for breath as blood soaked his shirt. Struggling for breath he was an easy target to the Wrestler that sent him flying over the fighting to land in the dust a level below.

Shakily rising to his feet he took off toward the fortress as fast as he could. Lucky for him the Undead were more concerned with the loss of their leader then in pursuing the wounded Marksdwarf.

Totas parried a hammerstrike with his sword and slashed at his attacker's torso but the armor softened the blow. Ducking under a swung mace he kicked the Macedwarf in the stomach and sent him staggering back.

He brought his sword around only to be clash against the Hammerdwarf's shield. rolling out of the way of another hammerblow he was caught in the side by the Macedwarf's weapon. He turned to face the Macedwarf as bits of cracked bone fell from his body. The distraction proved fatal as the Hammerdwarf knocked his helmet off smashed his skull to dust.

Kneeling to pick up Totas helmet Sir Nil turned to Bob. "I think I saw Iton flying a few minutes ago. Collect any trophies you want and lets go see if hes alright."

The 2 Warriors met up with Iton as Legolord and Hexed carried him into the Barracks where Mothwing waited.

Between the 2 battles Nil got 20 kills including Nuc and Totas bring him to 67.
Bob got 11 kills to reach 38 total
Sir Nil is currently leading the kill board by 15 kills with Wok in second with 52

Iton now has a broken hand, moderately wounded upper body and mangled lung. Not sure if he'll survive or not yet.

The current wealth of Flamebanner is 4,200,930
The current population is 66 with 19 children
we have 14500 units of food and drink of which 5031 are various types of booze.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **July 19, 2009, 01:53:03 am**

Lover? wut? ??? What's her profession?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 19, 2009, 01:58:57 am**

Dungeon Master

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 30, 2009, 02:11:47 am**

20th Granite

Zaneg stood next to Orwen and Sarek, the newly promoted Head of Metalworking as the final step in the testing of the Waterfall Tower were carried out.

Many idle Dwarves were clustered around the entrance to the still unfinished Hall of Heroes while Fireheart dug the access channel. Moments later he rejoined the little group and placed his pick back into its convenient holder.

As the sound of water moving became louder the gathering grew quiet and jostled to get the best view of the Falls.

As water began to spill over the edges of the double falls the Dwarves cheered and clapped and celebrated as the first waves of refreshing mist hit them.

The water had gotten settled though and a loud roar rose as the water thundered over the falls and onto the heads of assembled Dwarves. The splashing sheets of water grew and sent Dwarves slipping half blind to the ground.

Then the drainage pits opened.

Those Dwarves that had yet to escape the cascading water were swept off their feet as the water ran down into the pits. As the first Dwarves were swept to the edge of the pits and vanished over the edge the Design Team was shaken out of their shock.

"Shut it down!" Orwen yelled as Dwarves began running to the safety of the gates. Barely hearing her above the noise of the water Fireheart left Sarek's side and sped back toward the rapidly rotating axles and gears that powered the Tower.

Hexed and Akhier were already there when he arrived, fumbling with the gears as they tried to unhook the axle connections. Shoving them both aside Fireheart brought his pick down on the delicate machinery, smashing it to pieces.

As the now powerless axles came to a halt Fireheart hurried back toward the drainage pits where Skid and a few others were being pulled back over the edge onto semi-dry but solid ground.

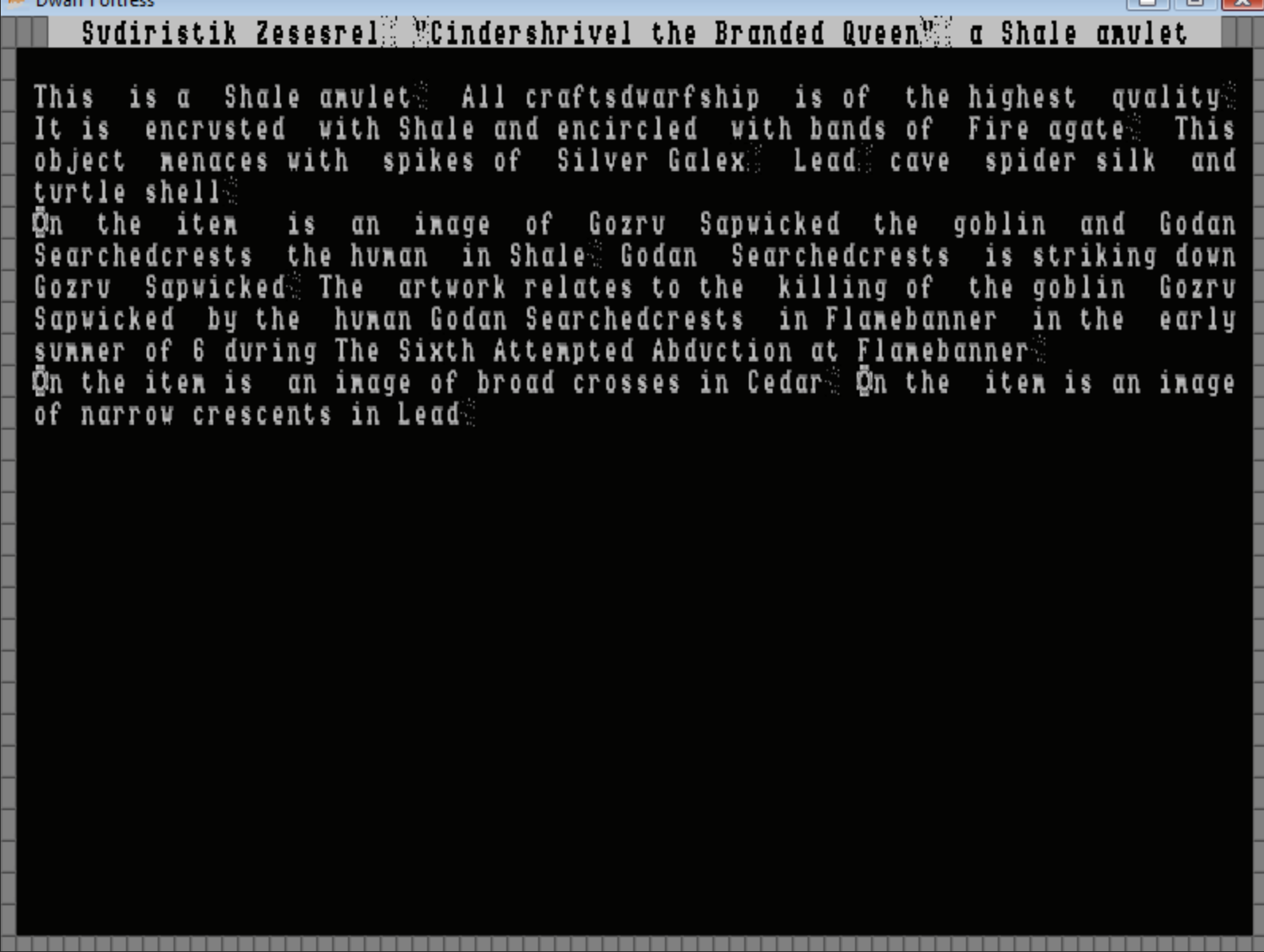
"Speardwarf!" Fireheart shouted as he spotted the young Warrior in the crowd. "Take a couple Dwarves down and bring those that fell in the pits back up here. "The Warrior ran off, stopping to collect Barbarossa and Tirist.

This was actually a combination of 2 unsuccessful tests. Both times we lost Dwarves to the fall into the pits. 1st time it was Legolord and Bob and the second time Sir Nil. Both times we had 2 or 3 injured from the fall.

Due to the fact that 1. The loss of any of the key Dwarves would make my writing worse then it already is. I have since reworked both the drainage and output systems for the Falls so next test should be perfect.

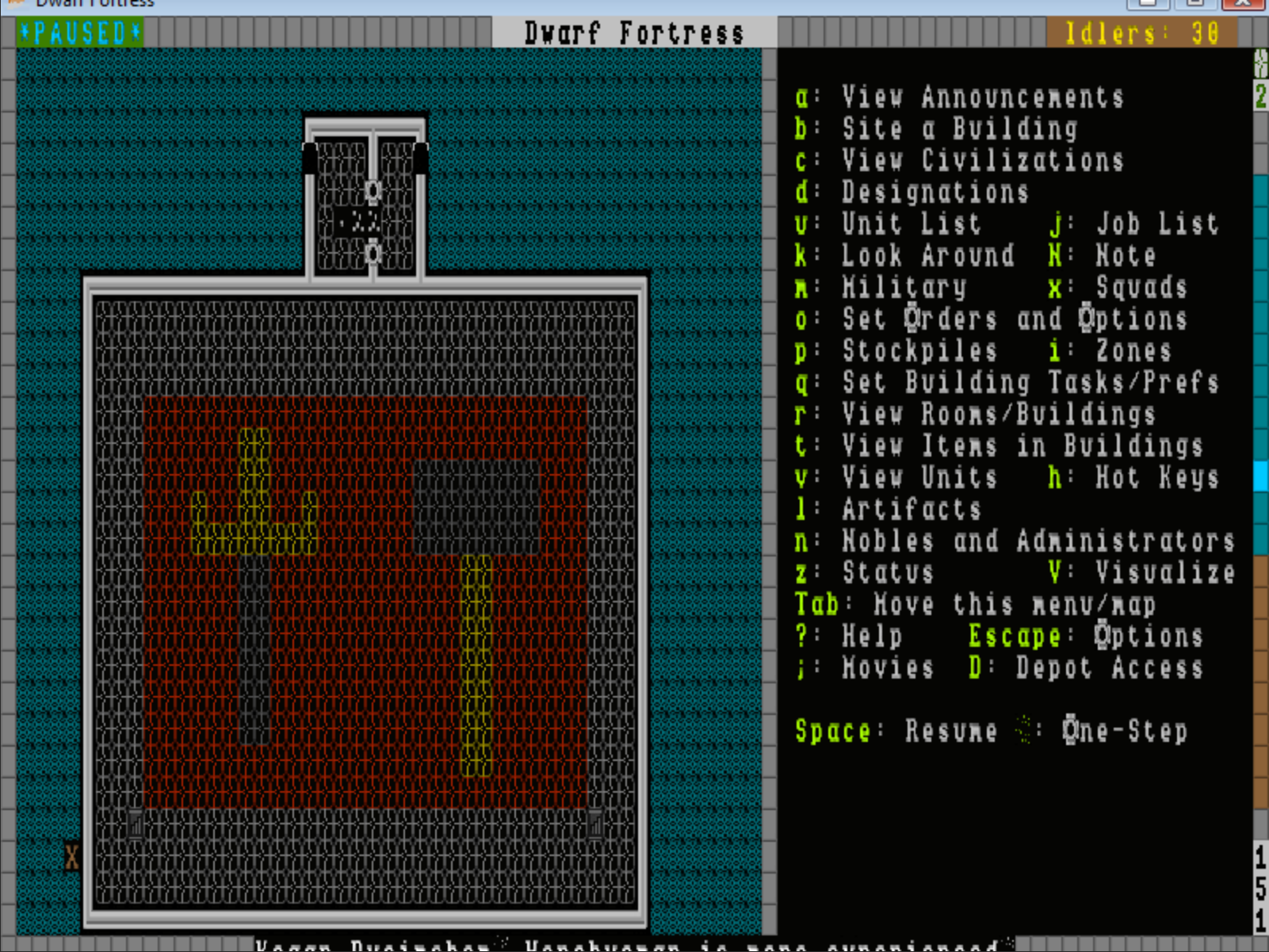
We had an Artifact Amulet created by a Planter: Cindershrivel the Branded Queen.

Spoiler (click to show/hide)



And I created a (rather poorly done) mural on the 3rd floor of the Hall. "The Sword and Hammer of Flamebanner."

Spoiler (click to show/hide)



Thoughts? Feedback? Anything?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 30, 2009, 02:12:55 am**

A Blackbear stole some of our alcohol! I guess we'll have a drunk bear running around now. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **July 30, 2009, 01:07:41 pm**

Can dwarves actually pull eachother out of water?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 30, 2009, 01:26:23 pm**

Beats me, but it wouldn't be the first thing I've written here that isn't actually possible. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 30, 2009, 08:51:01 pm**

On the 1st of Hematite the Siege Engineer Hexed Sabreroots and Dungeon Master Zasit Bridgedsold were married.

Didn't even know Nobles would marry non-Nobles.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **July 30, 2009, 09:12:43 pm**

nor did I. GO DISCOVERY!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **July 31, 2009, 02:50:44 pm**

Neat. So, when you say you lost some dwarves to the waterfall, do you mean permanently, as in dying, or just that they fell in?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 31, 2009, 06:46:19 pm**

Some died on impact while others were only mildly wounded by the fall. Neither really matters though due to my savescumming to avoid losing important (Needed for me to have any hope for the plot to continue) Dwarves.

In a related note the Waterfall is working perfectly now. And now I know how NOT to build an artificial triple waterfall ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **July 31, 2009, 06:59:31 pm**

Hey, you should make a massive sewer system that can be drained with a lever, allowing your best dwarves access to a hidden bunker.

Or you could link it to every single room in the fortress, pressurize it, and have an auto-drowner!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 31, 2009, 08:27:31 pm**

I'm pretty sure I'd completely screw up a massive sewer system but it could be an interesting thing to try and add to Mansionbrimmed Manor once I get around to building it.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **July 31, 2009, 10:17:17 pm**

Sewer system sounds fun. In a dwarvish way. Also, does marrying a noble mean I get to make requests? :D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **July 31, 2009, 10:34:05 pm**

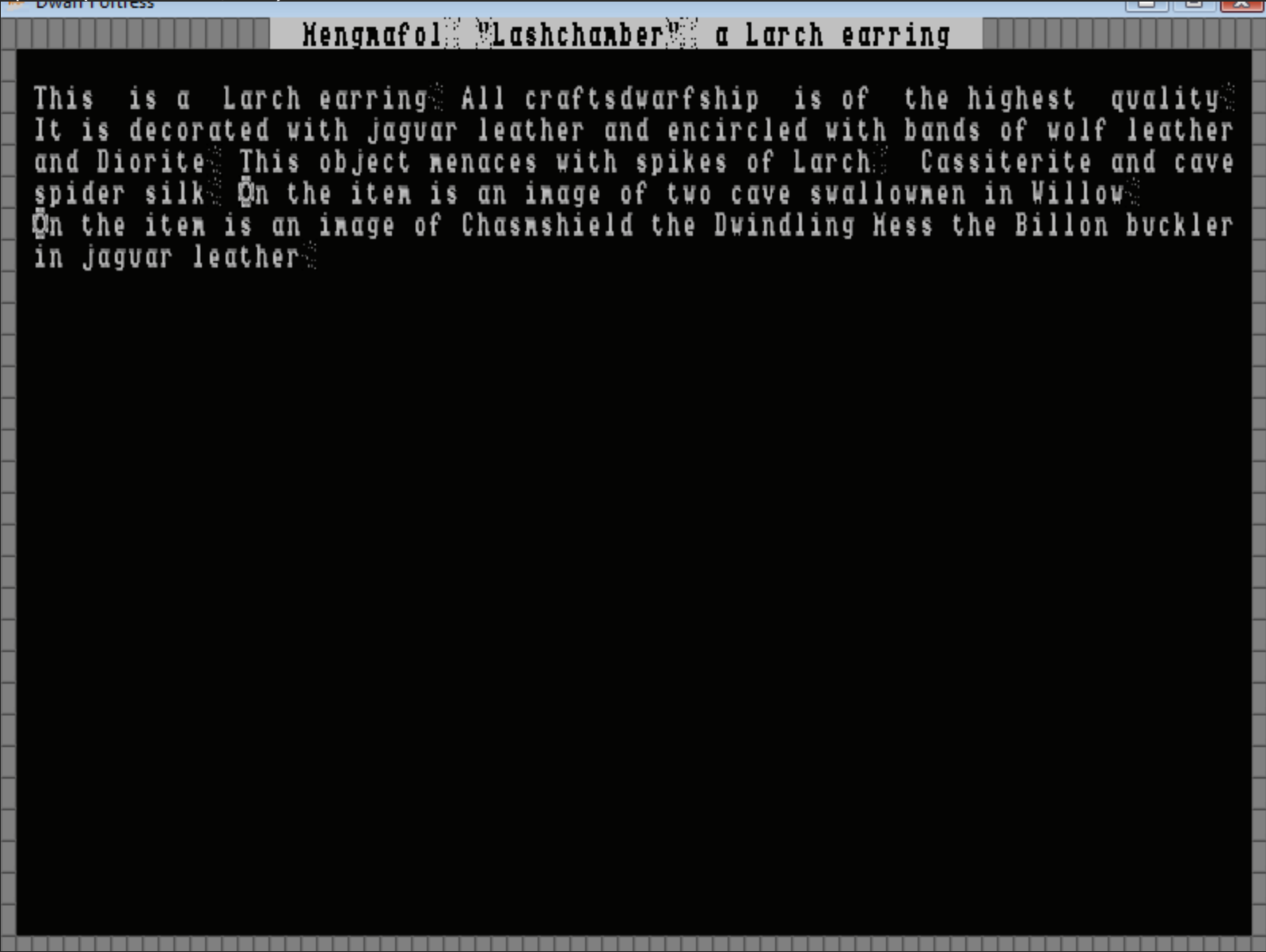
I wouldn't think so but then again I didn't even know that was possible so who knows.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 06, 2009, 05:36:42 pm**

Not much going on at the moment, mainly clearing Goblin junk and trees off the site of the next big building project. A few small pieces of news though.

A child went secretive and created a larch earring named Lashchamber.

Spoiler (click to show/hide)



The Humans returned and the wagons bypassed us because I'd forgotten that forbidding a type of stone also forbids things that are made of that stone...like our Trade Depot. The remaining merchants brought a few bars of metal and a barrel of fisherberry wine. I took it all and gave them a ton of Goblin Junk.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **August 09, 2009, 09:20:43 pm**

I always forget that.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 12, 2009, 09:31:50 pm**

On the 27th of Hematite construction on Mansionbrimmed Manor was started.

The first floor is nearly done (not counting elements that will be added later like windows and pillars and such). The second floor will be bedrooms.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 14, 2009, 09:43:40 pm**

16th Limestone

Newb sat patiently as the Dwarven Merchants unloaded their goods. She had already seen several bins full of bars and gemstones being lifted off the wagons and was eager to see what other marvels the Mountainhomes had sent this year.

The Trademaster rose from her chair as the Head Merchant Rith Tombsword walked over to her. "We've brought quite a few useful things this year." Rith said as the Liason passed into the Fortress.

"We brought your order for various metal bars, blocks and cut gems and by the looks of things you have need of all of them. We also have several bins of Giant Cave Spider Chitin."

Newb smiled as all of the fortresses building crews would be well stocked for the next year. "We have our usual bins full of junk we've taken from the Goblins as well as some skull totems. I don't understand why this junk is so valuable in the Mountainhomes."

"For some reason the Nobles like collecting it. They pay well though so we all profit from the Goblin's loss." Rith answered as he inspected the piles of Goblin clothing. "We'll leave you our entire load in exchange for about half of this stuff."

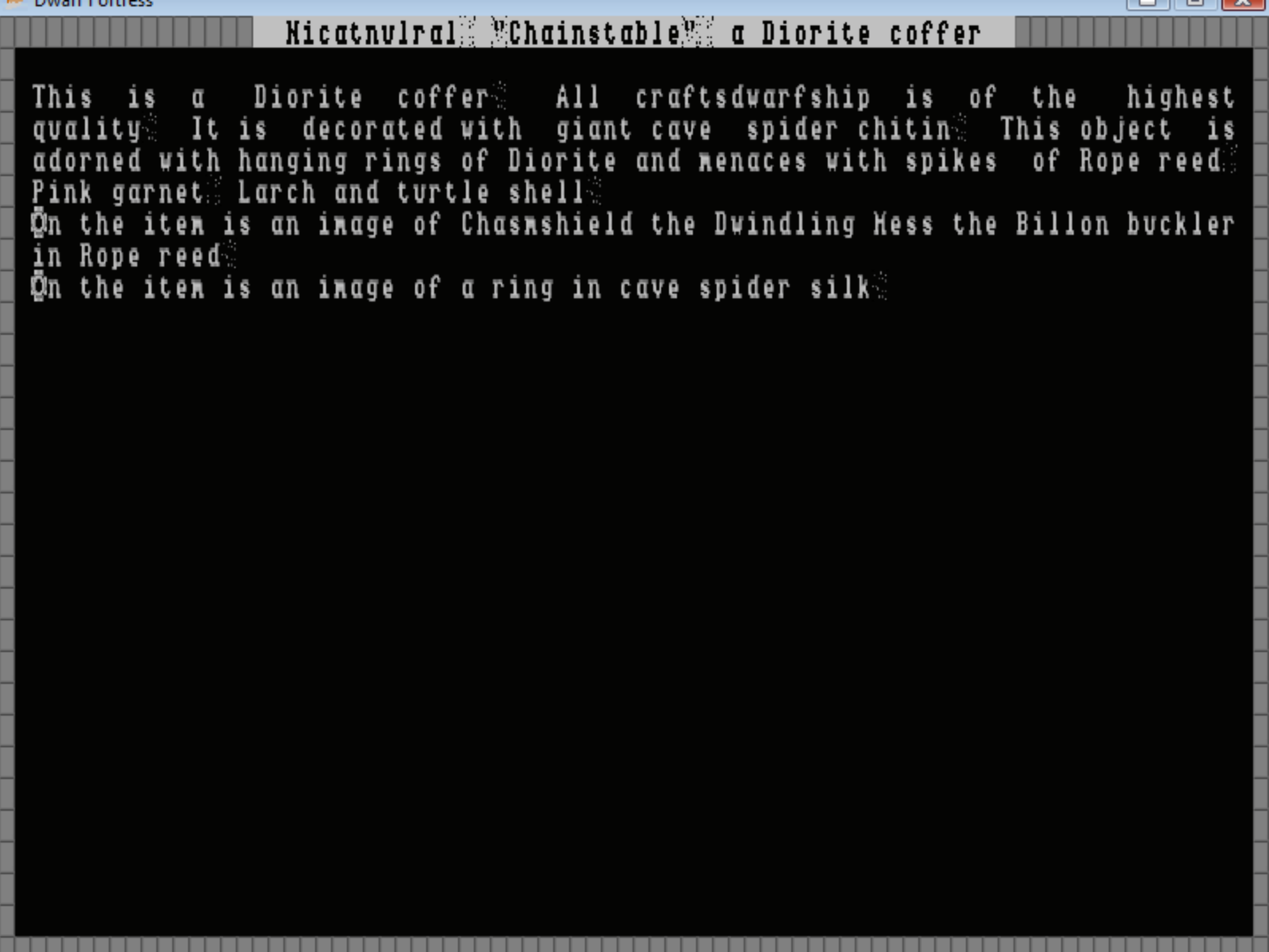
"Done." Newb agreed as the 2 Dwarves shook hands.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 25, 2009, 04:25:20 pm**

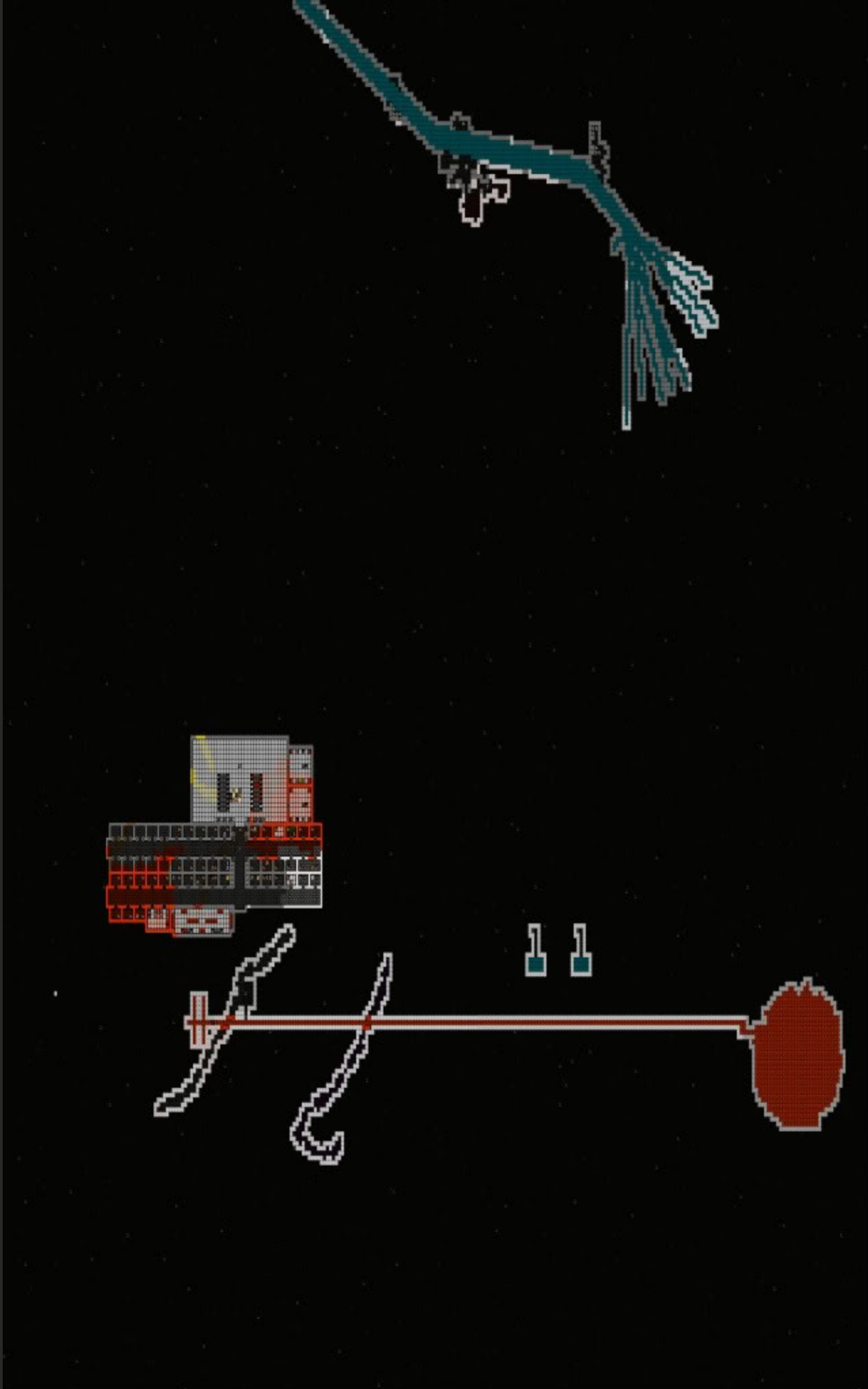
More mapping then anything in this update. Plus you finally get a chance to see the surface level. ;D

The Child Inod Keyentrance created a Diorite Coffe named Chainstable.

Spoiler (click to show/hide)



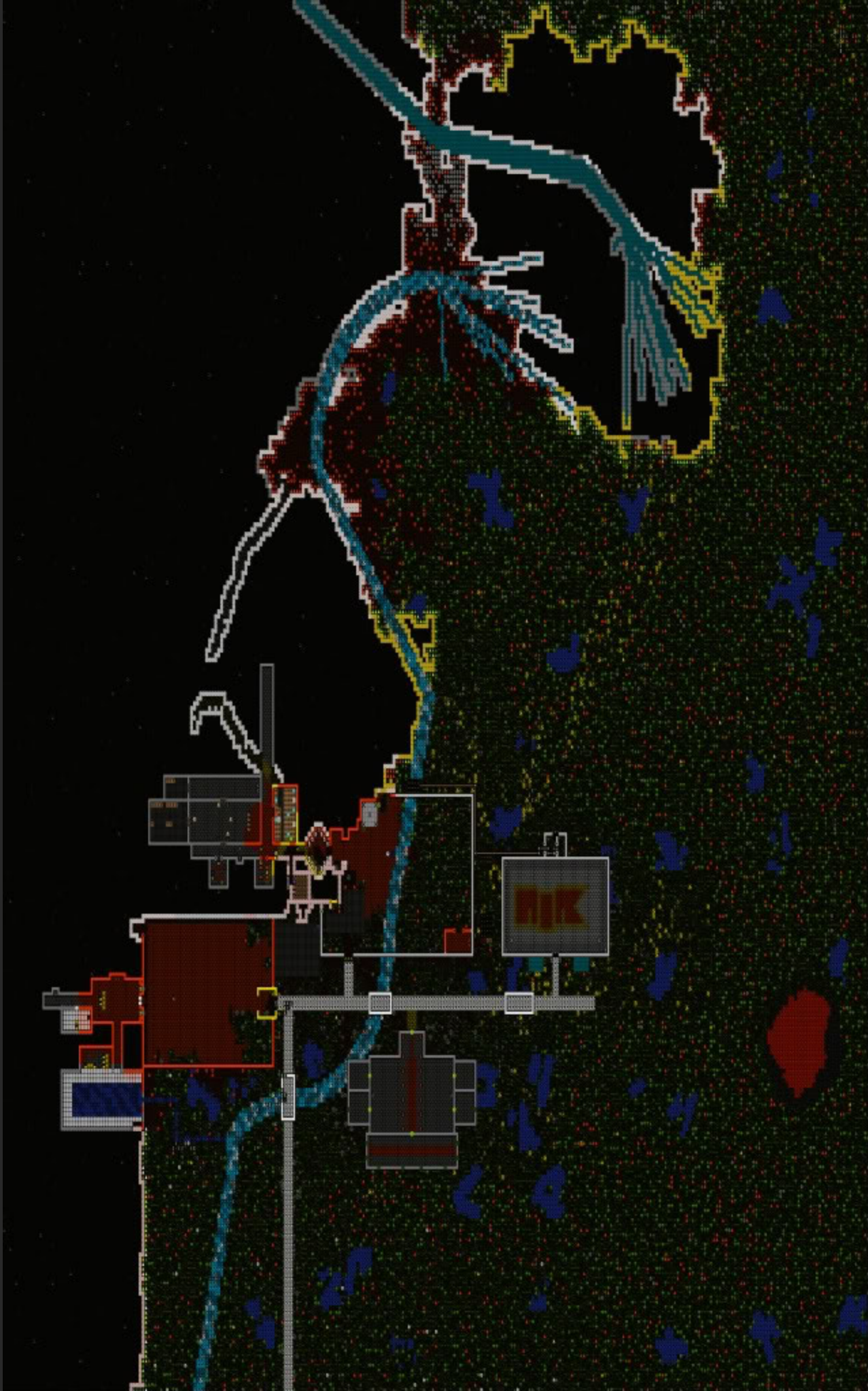
Level 13 Bedroom/Dining Level:
Spoiler (click to show/hide)



Level 14 Stockpile/Workshop Level:
[Spoiler](#) (click to show/hide)



Level 15 Surface Level:
[Spoiler](#) (click to show/hide)



I know they aren't great but they show everything well enough. If there are any questions then feel free to ask.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 30, 2009, 12:01:37 am**

7th Opal

The sound of a trumpet filled the air and sent many Dwarves to the walls to see who was invading now. Upon arrival they found Fireheart and Hawkfrost staring at the plumes of smoke rising from the Eastern forest.

"Fire Snakes...again." Fireheart said as he turned to reassure the younger Dwarves that the flames wouldn't reach the fortress.

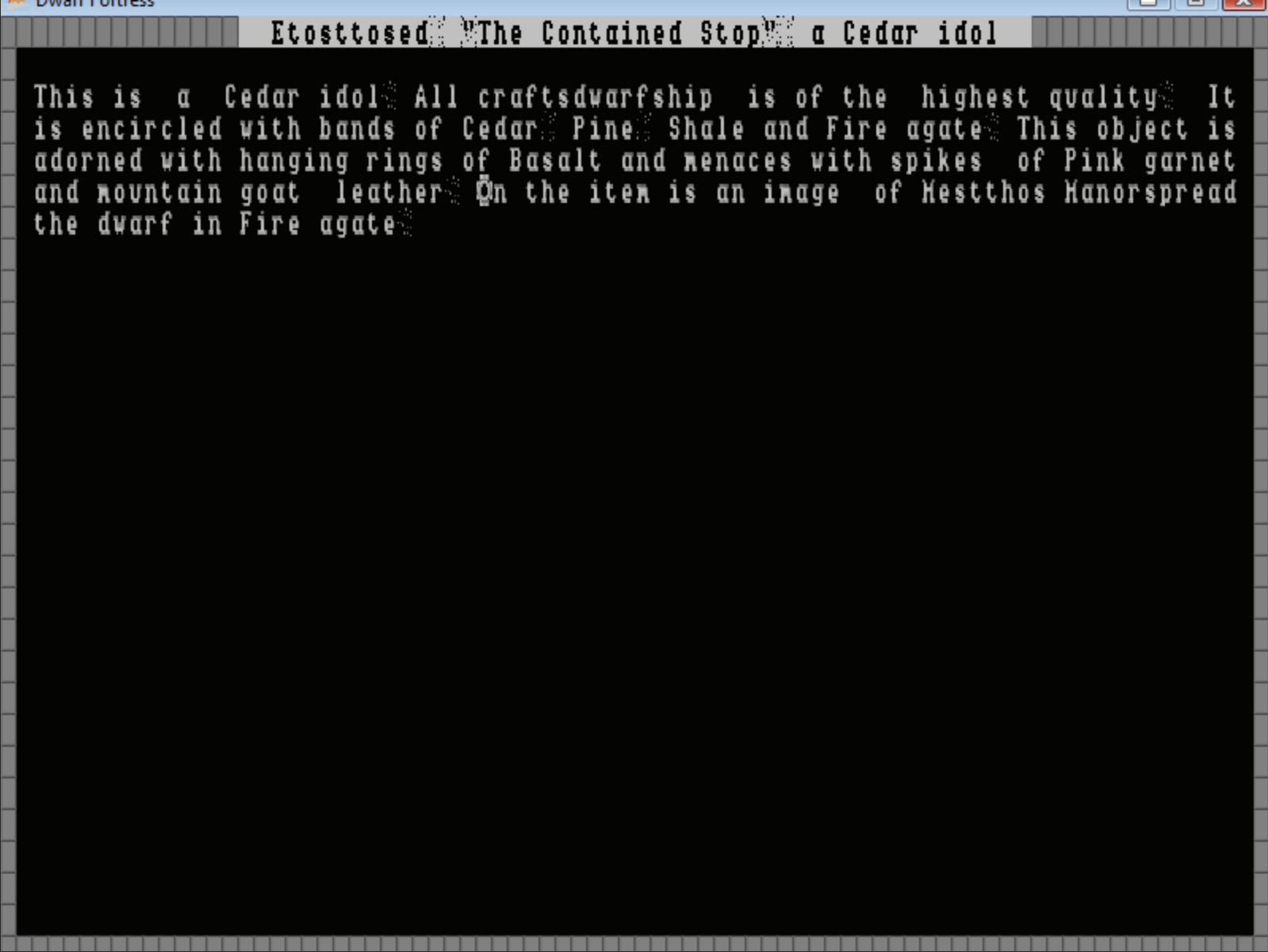
The Warriors gripped their weapons as a terrible scream split the air. As they watched the animal trainer Cog Springglaze ran into view with his arms and legs aflame. As the burning Dwarf reached the wall he collapsed.

Legolord was barely able to restrain Igorina as she tried to rush to Cog's aid. Nobody could stop Jillian as she emerged from the Hall. She rushed toward Cog's body and started dragging him to the nearest bed...in Mansionbrimmed Manor.

Moments later Jillian reappeared and plunged her hands into the nearest pool. "Cog's dead!" she shouted up at the other Dwarves. "He's still smoldering though so we should probably wait to entomb him."

A few minutes later the farmer appeared on the walls. "He was carrying this." she said as she placed an idol of a Dwarf on the battlement. "The inscription calls it The Contained Stop..."

Spoiler (click to show/hide)



A Flamebanner Dwarf has died to the Flames. Right after he finished his artifact.

Cog is currently smoldering in the center of the Manor.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 30, 2009, 06:42:57 pm**

I really hate Fire >:(

10th Opal

Orwen and Rakust sat in Fireheart's office as they went over the damages from the fire that had nearly burnt itself out.

"Our work is sturdy." Orwen said. "None of the walls were damaged in the least."

"Its true that the fire spared the buildings but most everything around them was consumed." Rakust added. "Things like the axles that carried power to the Waterfall. Without the support the pumps inside the Tower collapsed as well."

"It took days to get those pumps aligned properly and now we have to start again." Fireheart said. "Rakust, get your Crafters to work making new pumps and axles and building scaffolding up to the service doors. Orwen, I want your team to work on a design to protect the axles from any future fires."

Nodding the 2 Heads noted down their orders and left the office to gather their teams.

All but 1 of the axles caught fire and the entire pump system collapsed. I'm glad I left the service entrances in the Tower now.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **August 30, 2009, 07:42:49 pm**

Damn fire snakes.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 30, 2009, 08:08:45 pm**

That was surprisingly easy to fix. Guess it helped to have the holes in the floor as a guide for pump positioning.

I still have a couple of smoldering socks piled near the axles so if I turn the tempature on again I'll probably be rebuilding that again. Probably have to turn Weather on and hope we get some rain to put them out.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **August 30, 2009, 08:43:18 pm**

I wonder why that keeps happening. I've had forts with grass right next to the pipe before, temperature on for years at a time, and stuff like that will never happen.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 30, 2009, 08:58:25 pm**

Fire Snakes

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **August 31, 2009, 05:58:38 pm**

I mean, fire snakes never cause me that kind of trouble.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **August 31, 2009, 07:34:00 pm**

Maybe I'm just unlucky :)

Though It could be interesting if I could somehow create a trap out of it. A fire trap in Flamebanner ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 01, 2009, 07:43:37 pm**

1st Granite

Having completed their training and proven their courage on the battlefield Sir Nil had decided the time had come to bestow their weapons on them.

Tamunshin came forward first to recieve the first of the new weapons to come off of Sarek's forge: a superior quality steel battle axe. He would now be trained by Hawkfrost in the use of the weapon.

Arzez was slightly disappointed as he came forward. He had been hoping to recieve a steel weapon as well but he could see that the sword Sir Nil held was iron.

As the young Warrior took the weapon he could see a number of decorations adorning the hilt. Spikes and bands and rings fashioned from a number of different materials.

"Sarek found this blade among the junk the Undead left us. Since we never recovered it after the battle we thought it had been lost to the chasm. Now it passes to the hands of another Warrior." Sir Nil said as he watched Arzez inspect the sword.

As he turned it over he understood what Sir Nil meant. Etched into the metal were the initials of the fallen Warrior Kornash Mansionbrimmed The Perplexing Iron.

Apparently ramps are quite good at hiding swords. I felt it was right to pass on Kornash's sword to a new Swordsdwarf. :)

Next update will be up once I figure out who was responsible for the other 6 bodies, fairly sure the 7th was a War Wolf's doing because of the chunks

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 01, 2009, 09:18:39 pm**

3rd Granite

Osta Tormentcoil muttered to himself as he watched cats hunting roachs and rats. He'd been stuck in this Dwarf infested place for over 5 years now and was as determined as ever to see the imposing sight of the Dark Towers again.

There were probably over a dozen Goblins and Kobolds scattered across the room, all captured in Dwarven cages. The idiots had neglected to take their knives and daggers though and that would be their downfall.

Having prepared his allies several days before Osta put his plan into action, tearing one of the bars out of a wood floor weakened by his knifehe slipped quietly through the open space and moved to the nearest trapped Goblin.

Destroying the delicate locking mechanism with his knife proved simple and within moments every prisoner was free and gathered around Osta.

Signalling the group to follow him Osta proceeded to peek around the doorframe and seeing no Dwarves around stepped lightly into the hallway. As the last of the group entered the hallway and Osta tried to get his bearings he saw one of the Kobolds sneaking off toward the nearby intersection.

As the Kobold stopped to peek around the corner his arm flew back down the hallway. The Kobold had the chance to scream in pain before he was torn apart by the War Wolf in the shadows.

Leaving stealth behind Osta pulled his dagger and led his group toward the intersection as several Dwarves came running to investigate the screams. As the one in front saw the rampaging Thieves he screamed "Jailbreak!!" and leapt into battle.

Osta skidded to a halt in terror as he saw one of his fellow Goblins sliced in half by the Dwarf axe and saw dozens of Dwarves swarming into the hallway. Most took one look at the fighting and fled but a couple of weak looking Dwarves charged and quickly cut down 2 more Goblins.

The escape attempt was in complete disarray as the remaining prisoners tried to find a way out. Osta slashed his knife across a Dwarf's back and made for the daylight he could see ahead of him with 2 Kobolds on his heels.

As the brightness blinded them the Kobolds were smashed to the ground by a mace. Osta ran for the gates where he could see another Dwarf running for the gate mechanism. Blindly tossing his knife at the Dwarf he sprinted past the walls and into open territory.

He enjoyed the sight for about a minute before he felt a searing pain in his back. Twisting his head as he fell to his knees he could just see a shiny steel blade through the darkness gathering in his vision before the life left him.

"About half of them are dead." Hawkfrost reported as Fireheart watched Mothwing tending to Korgan's injured back. "7 were stunned and recaptured. What should we do with them?"

"Toss them into the pit. No sense keeping them caged any longer." Fireheart answered with a grin.

Discovered that trying to toss caged Goblins/Kobolds into a pit lets them go. 7 dead and 7 others tossed into the currently empty Waterfall cistern.

Hawkfrost killed 1, Bob 2 and the Peasants Inod Keyentrance and Udil Gravebooks both killed 1. Tamunshin got Osta with his new axe.

I'm planning to toss all captured enemies into the cistern now and see how Undead and Goblins will get along :)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 01, 2009, 10:09:35 pm**

make a video! ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **September 02, 2009, 12:58:37 am**

Undeads vs Gobbos. That'll be fun to watch. :D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 02, 2009, 02:10:07 am**

If they actually have any problem with each other. Guess I need to set up some cages to catch some Undead and more Goblins.

I don't think Thieves would be very entertaining to watch.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 02, 2009, 07:43:34 pm**

Checked the Cistern and apparently some of those Thieves are preety tough. Only 1 is injured and I don't think he'll last long (mangled lower body and leg, broken lower spine and a brown brain) Not sure if that was from the fight or the fall though. :)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 02, 2009, 08:16:35 pm**

19th Slate

Legolord greeted his daughter Mafol warmly as she was leaving the Glass Furnace. The location for Orwen's Glass Tower had finally been decided and now Legolord and Mafol were working hard to replenish the stocks of glass blocks.

As Legolord pulled the blocks Mafol had been working on out of the heat he caught sight of an of an oddity in the magma. A small portion was black and solid like obsidian but he knew no water had ever touched the magma.

As Legolord turned away the black burst into flames again but he didn't care. He had seen the message in the magma and knew he must build, but not here. The magma was to hot for the work he would have to do...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 02, 2009, 09:43:54 pm**

23rd Slate

"Has anyone seen Legolord lately?" Mafol asked as she sat down with a mug of ale. "I can't keep up with the sand gathering and glass work on my own."

Later in the day Speardwarf and Tamunshin paid a visit to Legolord's suite. Finding his door open the Warriors drew their weapons before entering. The Glassmaker's usually tidy rooms were a mess. Papers and stone tablets covered every surface as Legolord worked furiously at his desk.

As Speardwarf approached his friend he became aware of the Glassmaker's muttering. Straining his hears he could just make out the words Olin Eshesh. Recognizing the signs of possession he turned to Tamunshin. "Find Fireheart and Sarek." He ordered the younger Warrior. "Now!"

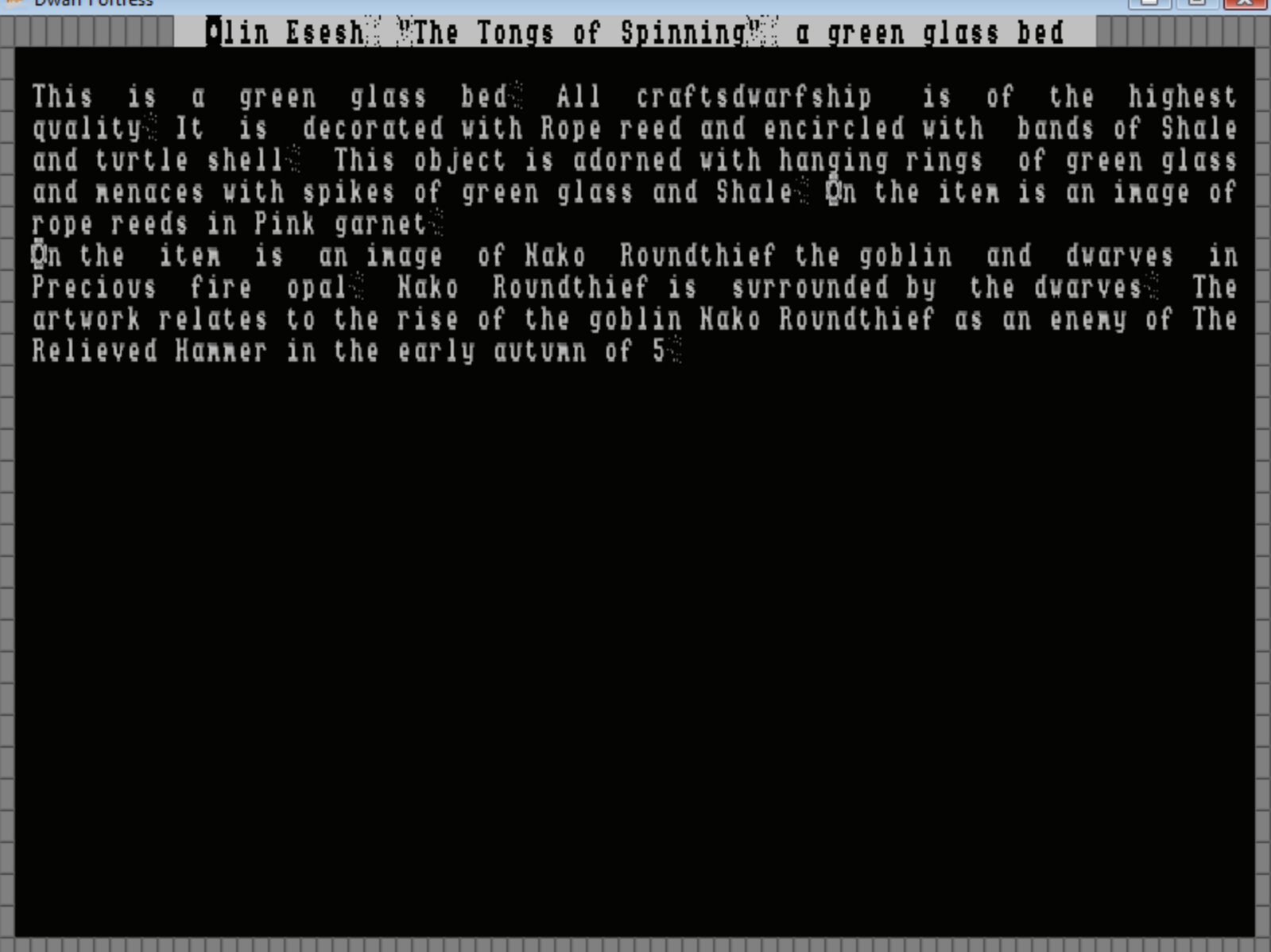
Legolord was fortunate that his oldest friends had seen possessions like his before in the Mountainhomes. It hadn't taken long to build a temporary Glass Furnace away from the magma. Almost as if he felt it the Glassmaker appeared to claim the furnace before running to collect materials. Now they could only hope they were quick enough to save him from the madness.

28th Slate

Legolord shook his head to clear it as his eyes focused and he could see a pale Dwarven figure fading away with a giant smile on his face. Getting to his feet he tried to remember when he had brought a bed to the Forgeworks.

All thought fled his mind as he gazed upon the ancient work of art he had completed. It was beautiful bed made of green glass. He immedietly noticed the carving on the head of a Goblin surrounded by Dwarves.

Spoiler (click to show/hide)



Anyone want the bed? ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **September 03, 2009, 12:40:07 am**

As husband to the Dungeon Master, I demand the bed. :P

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 03, 2009, 01:27:31 am**

At least it'll free up a bed for one of the empty rooms

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **September 03, 2009, 06:38:25 pm**

Aw dang it. Well, at least I had a mood! ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 03, 2009, 08:20:55 pm**

And a bed is better then most of the artifacts we've gotten. I think we have around a dozen artifacts and about 6 are actually useful.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 03, 2009, 10:18:57 pm**

This should be interesting. The undead have laid siege to us. I've only seen the first group but they have at least 4 crossbows, they arrived on the side where I didn't lay cages yet and most of the recently arrived Human Merchants are still outside the walls.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 04, 2009, 02:17:58 am**

15th Hematite

Angir Dyered was whistling as she led her caravan from Ewompesor toward the walls surrounding Flamebanner. The peaceful atmosphere was evident from the great buildings that had sprung up outside the walls. The Humans had loaded their wagons and animals with all the things a Dwarf required and Angir felt that she was about to make a small fortune in Dwarven goods.

The Warriors were gathered in the Barracks sharing a barrel of wine as they celebrated the promotion of their newest members Keshan (Fire) and Giken (Lightning) from Apprentices to Warriors. The former peasants had taken to the spear and crossbow with great ease though they were nowhere near the skill of Speardwarf and Iton.

Korgan was happy to be back on the job after his injury. Working on Orwen's Tower was proving challenging due to the amount of glass being used. Looking off to the East he could see the landscape waver behind the magma pipe. He did a double take as he saw several figures emerge from the hills.

Seeing the complete lack of anything but bones he called down to Orwen before scrambling for the stairs "Sound the alarm! We're being invaded by the Undead!."

Fireheart, Sir Nil, Wok and Arzez stood around a detailed model of the territory. "According to Giken and Bob the Undead have 4 squads." Fireheart said as he placed several markers on the model. "The group to the North we can leave for now. The 2 groups to the East and the group to the South need to be dealt with quickly though before the Merchants are slaughtered."

"Nil, you and Wok will take your squads and handle the 2 groups by the magma pipe. Arzez, your squad will be responsible for destroying the Southern group. Good luck."

4 squads, a few crossbows but no elites yet. Going to run the battle tomorrow as I think its going to take a while.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir diesalot** on **September 04, 2009, 08:16:50 am**

Woohoo epic magma-side battle :D.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 04, 2009, 09:26:24 pm**

All right, this one is going to take a while to write well.

Probably a dozen Crossbows, 4 Minotaurs and 63 total enemies against about a dozen Dwarven Warriors. I'd call that fair odds ;D

For now I'll give you this, the names of every titled Warrior in the fortress.

Iton Brainarrows the Moist Decency of Knights
Vabok Ropeviper the Grieving Land of Craft
Hawkfrost Hatchetstirred the Wealthy Lions
Tamunshin Giltbulwark the Ashamed Warrior of Continent
Bob Woundseers the Mortal Flickering Scratch of Thunder
Speardwarf Dwelledcloister the Plain Door of Knives
Wok Daleletters the Elder Hide of Doctrines
Sir Nil Clinchboot the Barricaded Heathers of Trading
Arzez Swordmartyr's The Friendly Channels of Metal

I believe Giken and Keshan are the only ones not on the list

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 05, 2009, 12:05:26 am**

Door of Knives!? That is awesome.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 05, 2009, 01:21:56 am**

15th Hematite

The Warriors of Flamebanner were gathered on the road outside the gates, keeping them open as long as possible to allow the merchants to reach safety.

Hearing horns sounding from the North, South and East Wok signalled Fireheart, who stood on the wall. Quickly he ran to the gate switch and sent the gates crashing down in front of the last wagon.

With the fortress secure Wok, Sir Nil and Arzez led their squads toward battle...

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 05, 2009, 01:58:33 am**

15th Hematite: The Umbral Shields

Wok's squad of 3 moved quickly through the ash covered land around the magma pipe. The lack of cover meant they had an easy time spotting the enemy. A large number of Undead armed with various weapons were wandering around near their leader, a skeleton decked out in blood-stained iron and wielding a giant spear.

Flipping his shield around to rest on his arm and drawing his sword Wok led the charge with Speardwarf and Vabok following. Several enemy Wrestlers fell in the first seconds of battle to Vabok's fists.

Speardwarf ducked under a Swordsman's spiked blade. Smashing his shield against the skull he managed to snap the skeleton's sword arm off at the sholder before impaling the skull on his spear.

Wok's sword was impossible to see as he cut a bony swathe through the Undead toward their leader. As he raised his shield to block a hammerblow a whip wrapped around his shield arm and pulled, pulling his shield away from his body as the leader's brought his spear up to run him through.

Twisting around at the last second Wok gritted his teeth as the spear sunk into his arm, severing the whip as it went. Tossing his shield at the weaponless Lasher who caught it with his neck, Wok pulled his second sword from its sheath and faced the leader's spear.

Parrying another spear thrust the Warrior brough his swords down and severed the creature's right foot. Forced back on the defensive he blocked several more blows as he searched for a chink in his opponent's armor.

Thinking quickly he smacked the skeleton in the left side before rolling to the right to dodge the incoming spear. As the spearhead plunged into the ground Wok cut the shaft, leaving the Undead with nothing but a wooden stick.

After that it was simple to cut the Spearman's lower body from his upper. "You'll never win. They're to many of us." The words coming from a skeleton briefly startled Wok before he cleaved the skull in 2.

Thinking over the strange event he turned to Vabok and Speardwarf who were standing but Vabok looked worn out and Speardwarf was bleeding from at least a dozen scratches. "Head back to the gates. We'll rendezvous with Nil and Arzez their." he stated before walking off toward the West.

Thats part 1 of 4 for this battle. 16 Undead killed with no fatal injuries.

The kills for this battle are:
Vabok 5
Wok 5
Speardwarf 6

Should be able to get the other 3 parts up tomorrow. Enjoy :)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 05, 2009, 11:05:37 am**

Speardwarf is actually effective against skellingtons!? You'd think it'd be difficult to impale *their* organs.

Also, It's a good think for Wok he brought two swords!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 05, 2009, 12:07:47 pm**

I guess he can still smack them with the spear. :)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 05, 2009, 03:20:02 pm**

15th Hematite: The Walled Years

Sir Nil was crouched in the remaining undergrowth with Bob, Hawkfrost and Iton. "I can see at least 8 crossbows." Hawkfrost said as she handed Nil's scope back to him.

Hearing the sounds of battle as Wok engaged his target Nil stood to lead the charge only to be pulled back down seconds before several bolt buried themselves in the trees behind them.

Iton wasted no time in loading and returning fire. His first shot shattered 1 of the Crossbowmen to pieces and threw a few more to the ground. Taking a chance Nil led Bob and Hawkfrost to battle as Iton continued to fire bolts into the crowd. It was only a matter of time before an enemy bolt found its target though as it sliced across Iton's arm and into his chestplate.

Their ranged advantage lost the Undead were easy prey to the blunt weapons of Nil and Bob. The squad's leader had tried to stop the Warriors with a number of knives that did little more then bounce off their armor before he was cut down.

Letting his hammerhead rest on the ground Nil looked over the bone covered battlefield. None of them were prepared for the sound of Iton screaming as he flew past and smacked into the ground. Turning with weapons at the ready the Warriors saw a much larger skeleton coming out of the trees.

"They brought a Minotaur!" Nil shouted as Hawkfrost and Bob brought their weapons up once more. The charge didn't last long as the big club the Minotaur carried sent them flying.

Iton, struggling to catch his breath loaded a bolt into his crossbow and fired. The resulting explosion sent the Minotaur staggering to the very edge of the magma. Iton rushed to load another bolt but stopped as Hawkfrost leapt at the monster and slashed her axe across the ribs, sending the bony creature over the edge and into the magma which quickly incinerated every bit of Minotaur.

Rising to his feet Nil turned to his weary squad. Iton was bleeding from his arm and had another bolt sticking out of his armor while Hawkfrost and Bob were bruised and battered. "Back to the gates." Nil said. "Hopefully Arzez and Wok had good luck as well."

Part 2 done. All the Warriors that fought are still alive. I thought for sure we'd lost at least one Warrior to the crossbows.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 05, 2009, 03:21:17 pm**

Forgot the Kills List

Iton 1
Bob 5
Sir Nil 6
Hawkfrost 4

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sonerohi** on **September 05, 2009, 06:23:50 pm**

I need moar power than a sword. Do we have hand-ballistae?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **September 05, 2009, 06:28:18 pm**

Hawkfrost's a girl, mate. ::)

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 05, 2009, 06:41:45 pm**

And how did Iton shoot HIMSELF?

Quote from: thunderclan on September 05, 2009, 03:20:02 pm
Iton continued to fire bolts into the crowd. It was only a matter of time before a bolt found its target though as it sliced across Iton's arm and into his chestplate.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 05, 2009, 06:43:43 pm**

Barbarossa: I really should rephrase that. That was when Iton got shot by the Undead Crossbows. Sorry for the confusion EDIT: I think it makes sense now.

Hawkfrost: Sorry about that. The name keeps throwing me off. Fixed the mistakes I found.

Sonerohi: No hand ballista, I'd say you're causing a nice bit of carnage with those swords anyway.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 05, 2009, 07:10:22 pm**

Thanks! Just correcting errors for when I get the motivation to turn the entirety of this story into a downloadable PDF for the Hall of Legends.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **sir dieselot** on **September 06, 2009, 06:14:42 am**

Just found a typo here:

Quote
Hawkfrost said as she Nil's scope back to him.

Shouldn't it be "Hawkfrost said as she **handed** Nil's scope back to him?

Great update anyway.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 06, 2009, 12:08:17 pm**

Quote from: sir dieselot on September 06, 2009, 06:14:42 am
Just found a typo here:

Quote
Hawkfrost said as she Nil's scope back to him.

Shouldn't it be "Hawkfrost said as she **handed** Nil's scope back to him?

Great update anyway.

I'm so good, fixed one error and created another. ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 07, 2009, 12:18:33 pm**

15th Hematite: The Perfection of Lancing

"Tamunshin, not yet." Arzez hissed as the young Axedwarf prepared to leap out at the Undead clustered around the road. Ignoring his squad leader Tamunshin leapt into the middle of the bony horde, axe taking out several Undead before they could react.

"Hold your Fire!" Arzez shouted at Giken as he and Keshan joined Arzez on the battlefield though the Warrior had already decimated most of the Undead soldiers.

Cutting down the few that tried to flee across the border Arzez led his Warriors back toward the gates.

Arzez: 5
Keshan 0
Tamunshin 11
Giken 0

Sorry this report is so short but Tamunshin jumped into battle while I was still watching Sir Nil's squad and by the time I got there 9 of 16

were dead.

Final part coming soon.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 07, 2009, 02:16:02 pm**

Awesome job, skellingtons! You just got ambushed by a DWARF.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **September 07, 2009, 10:04:11 pm**

Haha, well at least he WON the fight. It woulda been terrible if he had been killed.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 08, 2009, 02:39:22 pm**

15th Hematite: Final Battle

Arzez was shocked to see the Warriors under Wok and Sir Nil's command so banged up and worn out. As his squad settled on the ground to rest Sir Nil came over to him.

"These battles have been hard on our Warriors. The Undead squad to the North show no signs of retreating despit the fact that we've destroyed their companions. Your Warriors appear to be in the best shape to continue the fight." Sir Nil said as he gazed at the Warriors sitting around them.

"Take your squad to the North and end this siege Arzez. We won't be able to give you any backup so you'll have to make do with your squad as it is. Good luck." With a nod to the Deputy Arzez turned to his Warriors and repeated Nil's orders before leading them off toward the chasm.

Arzez let loose a battle cry as he led the charge at the Undead forces. As the Warriors passed from the open field into the valley where the Undead waited they were forced to bunch together. As more Undead suddenly appeared behind them Arzez realized they had charged right into a trap.

Halting the charge Arzez ordered Keshan and Tamunshin to guard Giken. The Marksdwarf let loose a trio of bolts which crashed into the skeletons, shatteing bones and sending several to the ground with missing legs while Arzez jumped into the middle of the closest group of Undead and lashed out with his sword.

Felling 3 before they could retaliate the Swordsman went on the defensive, ducking and parrying the blows of mace and sword. He was overwhelmed by the numbers though and eventually a mace smashed into his left leg snapping the bone and twisting it to a weird angle. Screaming at the sudden pain the Warrior fell to the ground, pulling his shield in to block the blows that continued to rain down on him.

Seeing his captain fall Tamunshin charged into battle with Keshan at his side. The 2 Dwarves quickly decimated 5 skeletons between them before they drew to much attention to themselves and were pounced on by several Lashers.

Seeing the skeleton's attention turning away from him Arzez took a chance and swept his sword along the ground, cleaving the legs from under a couple surprised Axemen before beheading them. Seeing Giken about to be stabbed in the back by a skeleton Arzez drew and tossed his dagger with as much strength as he could before he fell into darkness.

The young Warrior would have been proud to see the result of his effort. The dagger plunged into the skull of the backstabbing skeleton, smashing the bone and continuing into the next grinning skull.

Scanning the area and seeing heavily armored Undead coming at him he pulled the last 2 bolts from his quiver and fitting them onto his crossbow. The skeletons saw the movement and raised their shields, knowing that normal bolts could never get through their armor.

Had they been able to think they might have noticed that the heads of these bolts was different from most. Instead of being a simple point the heads split into 4 hooks surrounding the normal point.

Firing Giken smiled as he watched the Sarek's experiment punch straight through the iron helmets the Undead wore and into the skulls beneath. After watching for another moment Giken raced toward his fallen captain.

Keshan and Tamunshin joined him at Arzez's side. There was a great deal of blood running down Tamunshin's right arm and Keshan was favoring his shoulder where a hammer had hit it. Giken quickly dsicovered that Arzez was alive but uncouncious. Slinging his friend over his shoulders Giken started back toward the fortress.

Halting for a moment he reached for the iron trumpet hanging off of Arzez's belt and blew a loud note on it, signalling the all clear to Sir Nil and Fireheart.

We still haven't lost any Warriors though about half of them are injured now. The siege is broken though.

Arzez: 9
Tamunshin 2
Keshan 3
Giken 2

The new Total Kills Table follows:

Wok: 52
Nil: 73
Hawkfrost: 24
Vabok: 25
Kornash: 24
Speardwarf: 36
Iton: 9
Bob: 45
Arzez: 23
Tamunshin: 21
Keshan: 4
Giken: 3

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 08, 2009, 08:10:01 pm**

Fourth is pretty good, I guess. Bob, I'll catch you!

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **September 08, 2009, 08:52:12 pm**

This is the only community story I have followed to last this long without warriors dying (knock on wood). They do get bloodied up a bit though . . . perhaps they are being magically protected by Armok?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 08, 2009, 09:02:33 pm**

Kornash died.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **LegoLord** on **September 08, 2009, 09:05:24 pm**

He did? Oh. Oops.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 08, 2009, 09:09:44 pm**

Quote from: LegoLord on September 08, 2009, 08:52:12 pm
This is the only community story I have followed to last this long without **alot of** warriors dying (knock on wood). They do get bloodied up a bit though . . . perhaps they are being magically protected by Armok?

Maybe that is more appropriate?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **September 09, 2009, 12:21:37 am**

Quote from: Barbarossa the Seal God on September 08, 2009, 09:02:33 pm
Kornash died.

And yet his successor is almost equal to him in kills.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Heron TSG** on **September 09, 2009, 07:53:07 am**

Speardwarf has surpassed Kornash.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 09, 2009, 12:40:58 pm**

I think he may have meant Arzez, the Warrior who now wields Kornash's sword. Or he's just completely crazy ;D

Title: **Re: Flamebanner (Community Fortress)**
Post by: **muwahahaha** on **September 09, 2009, 09:10:54 pm**

Quote from: thunderclan on September 09, 2009, 12:40:58 pm
I think he may have meant Arzez, the Warrior who now wields Kornash's sword. Or he's just completely crazy ;D

This is what I meant:

Quote from: thunderclan
Yes, Kornash is dead. [snip] Feel free to claim another Dwarf. I think we've got plenty to spare.

Quote from: muwahahaha
Ill grab myself another military since K was so useless. [snip] called Tamunshin.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 09, 2009, 09:24:16 pm**

That makes sense, I actually forgot that Kornash and Tamunshin were under the same person. :-[

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mangled** on **September 10, 2009, 05:55:27 pm**

Just spent the better part of this evening reading this and thought it so good that I'd sign up and say as such :)
Also I'd like to request a dwarf if that's alright, call it Eli, gender not important and have him either help your mechanics or make him a hammerdwarf for more undead smashing, whichever seems more needed to you :).
Hello everyone by the way.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 10, 2009, 07:22:11 pm**

Its a good feeling to know that my writing is good enough that people sign up to join. ;D

I'll get your Dwarf into the next update.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mangled** on **September 12, 2009, 07:18:19 pm**

Le bump?

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 13, 2009, 01:42:49 am**

Legolord if the string of engravings I got while trying to get a decent artifact is any indication then your wife has a serious obsession with the leader of The Relieved Hammer. ;D

5th Malachite

As he carefully carved a chunk of shale into a mechanical form Eli Furnacestrikes thought back over the blur that had been the last week. Being apprenticed to the Mechanic Hexed had proven to be a worthwhile decision. The 2 Mechanics, Hexed and Akhier were responsible for making mechanisms to set off the cage traps that were being set up along the borders as well as making sure the defensive gates were in working order.

He'd already helped Hexed with the new lever for the main gates. The early fortress design had placed the vital lever outside where it was unreachable in times of trouble. Fireheart had decided to move it the training room.

Finishing his assignment the young Dwarf stretched and replaced his tools in the racks. He could hear a barrel of River Spirits calling his name from the Dining Hall.

10th Malachite

Igorina woke with a start. The Dining Hall was crowded with Dwarves chatting as they drained barrels of booze and ate biscuits fresh from Skid's kitchen. The Leatherworker smiled as she watched a group of children hounding Sarek for a story from his travels.

As she turned back to her mug she saw the papers spread out before her. Lists of items, scribblings and pictures of Goblins and Undead covered the sheets. Grabbing the papers she made for her workshop.

Upon arriving she went to collect chitin, fire agates, shale, resin opals and electrum. Bringing her load back she blocked the entrance and set to work.

15th Malachite

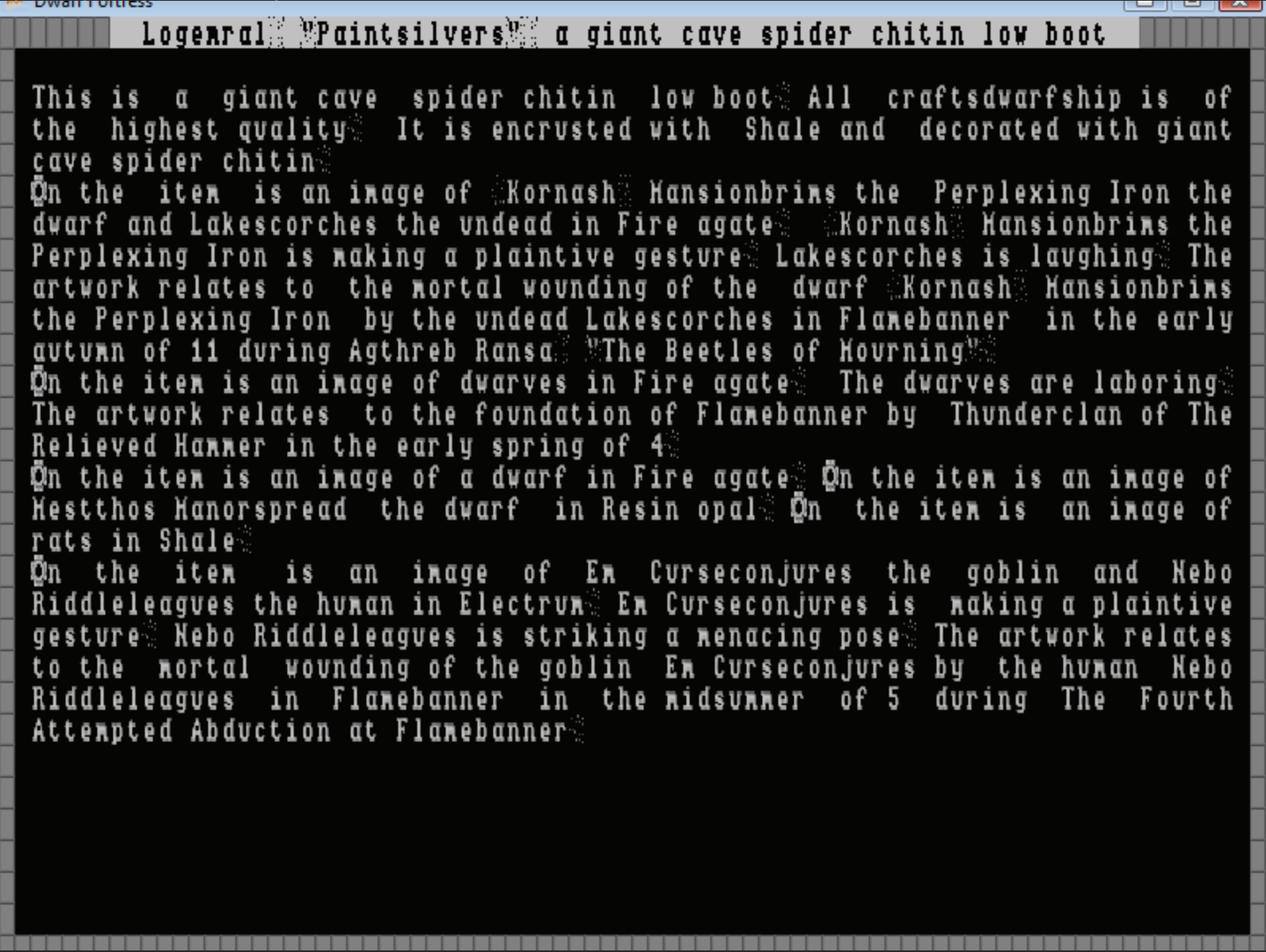
Tamunshin was passing the workshops on his way out of the Forgeworks where Sarek had fixed a break in his armor. At least now he knew it would hold up to a mace...at least once. The Warrior paused as he heard snoring echoing down the workshop halls. Investigating he found Igorina passed out while her children enjoyed the contents of the bins of leather scraps stored under the tables.

After moving the sleeping Dwarf out of the doorway Tamunshin's gaze fell on a boot sitting on the main worktable. Looking down at his muddy, blood-covered feet and back at the boot he decided to make use of the masterpiece before him.

As he slipped the boot onto his foot he felt a rush of energy flow through him. With a final glance at Igorina and her children the Warrior set off for another training session with Bob. Maybe he could try avoiding the mace this time.

A new artifact!! Paintsilvers the giant cave spider chitin low boot. Worth 75600 and includes a scene of Kornash's death as well as a human beating up a Goblin.

[Spoiler](#) (click to show/hide)



Title: **Re: Flamebanner (Community Fortress)**
Post by: **hexedmagica** on **September 13, 2009, 05:15:51 am**

I have an slave to do all the work for me apprentice? Cool. It will start with one. Then I shall take over the fort with the army of mechanics.. Maybe. :P Also, cool boot.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Mangled** on **September 13, 2009, 04:35:47 pm**

Seems to be what's happening in my current fort now you mention it.
Mechanics, everywhere.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 16, 2009, 02:34:43 am**

Like Fire, You Will Blaze Through The Forest.

Anyone that can understand this (Hawkfrost) will know why I'm putting updates on hold for a couple days.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **Hawkfrost** on **September 16, 2009, 08:28:02 pm**

Quote from: thunderclan on September 16, 2009, 02:34:43 am

Like Fire, You Will Blaze Through The Forest.

Anyone that can understand this (Hawkfrost) will know why I'm putting updates on hold for a couple days.

Yeahp.
We'll be waitin'.

Title: **Re: Flamebanner (Community Fortress)**
Post by: **thunderclan** on **September 19, 2009, 01:22:45 am**

The Time Of Fire Has Come.

Updates will resume this weekend. The Glass Tower will be completed and new requests for both projects and Dwarves will be taken.

The group of "Nobles" in Flamebanner will be growing and I have a few ideas I'll be experimenting with...a couple of which involve that little-used magma pipe.

Also, feel free to journal your Dwarves. Something you guys write might lead the fortress in a new direction.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 20, 2009, 03:22:22 am**

Ok I lied. No update until Monday as I plan to enjoy my Birthday today ;D

I will give you the current "Noble" list though:

- Fireheart: Leader and Head of Mining
- Sir Nil: Deputy
- Newb: Trademaster
- Mothwing: Medicine Dwarf
- Skid: Head Chef
- Barbarossa: Master Arcitect
- Wok: Senior Warrior
- Iton: Senior Warrior
- Hawkfrost: Senior Warrior
- Speardwarf: Senior Warrior
- Orwen: Head of Masonry
- Sarek: Head of Metalworking
- Legolord: Head of Glassworking
- Hexed: Head of Mechanics
- Igorina: Head of Leatherworking
- Zasit: Dungeon Master

Currently **15** and will be growing as the fortress continues to expand.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **September 20, 2009, 05:07:15 am**

So, what's all this about "noble"ness? Also, Happy birthdays.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Mangled** on **September 20, 2009, 07:07:45 am**

Happy birthday man.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **September 20, 2009, 09:34:10 am**

Quote from: Mangled on September 20, 2009, 07:07:45 am

Happy birthday man.

aye.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 20, 2009, 11:59:12 am**

Quote from: hexedmagica on September 20, 2009, 05:07:15 am

So, what's all this about "noble"ness? Also, Happy birthdays.

As you've seen I don't treat the actual Nobles as they would like. The Dwarves on that list are the ACTUAL Nobles of Flamebanner. Those that have fought or built to attain their status.

So really its just a bit of continued weirdness from me ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **September 20, 2009, 01:39:41 pm**

Happy Birthday mate!

*As Fire lifted his mighty pick
the stones quaked in fear
Stars shone in the sky outside
as goblins lifted spears
a sudden rush
a flash of red
a body hits the stones
The battlecry rings across the land
an axe rests in bloody hands.*

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **LegoLord** on **September 20, 2009, 01:46:32 pm**

Quote from: Mangled on September 20, 2009, 07:07:45 am

Happy birthday man.

Ditto, dude.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir diesalot** on **September 20, 2009, 05:44:24 pm**

Happy birthday thunder :).

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 24, 2009, 10:45:21 pm**

20th Malachite

Night had settled peacefully over Flamebanner and the Dwarves were taking a well-earned rest. A low buzzing was all that accompanied the creature that cut through the air.

Moving along the empty halls inside the gates quickly brought the creature to the open doors of the barracks...

A strange sound of claws scraping on wood woke Speardwarf. After several barrels of booze the Warrior had collapsed into a bed in the barracks. As his eyes adjusted to the dim torchlight he saw what had woken him.

A huge black insect sat on the foot of the bed. Crab-like claws cut deeply into the wood. As Speardwarf leaned in for a better look it rose into the air on dragonfly wings. Without warning a barbed tail arched into sight.

As the creature dove at him Speardwarf tossed a blanket over it. Crashing to the ground the claws began tearing through the blanket. Grabbing a heavy stool Speardwarf brought it down on the wriggling blanket. The barbed tail appeared again through a rip. The tip only grazed the Dwarf's leg but fiery pain spread through his leg.

Bringing the stool down several more times before the thing stopped moving Speardwarf went for the doors. Luckily the fight had woken Hawkfrost and Keshan who upon seeing their wounded friend had gone looking for Mothwing.

Speardwarf saw the Medicine Dwarf arrive as his knees buckled and he fell into darkness...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **September 24, 2009, 10:48:21 pm**

Flying Scorpion??

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **September 24, 2009, 11:10:33 pm**

Wait, so I died to a scratch from a SCORPION?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **September 24, 2009, 11:54:29 pm**

Quote from: Barbarossa the Seal God on September 24, 2009, 11:10:33 pm

Wait, so I died to a scratch from a SCORPION?

Or fell unconscious.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sonerohi** on **September 26, 2009, 08:53:55 pm**

I crave more kills. The swords speak to me at night... their blood grooves are empty... so empty and cold...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 28, 2009, 02:39:48 pm**

21st Malachite

Fireheart entered the Infirmary where Mothwing was tending Speardwarf. "How is he?" He asked as he approached the Warriors bed. "He'll live but it was close. The poison nearly claimed him." Mothwing replied.

"Any idea what that thing that poisoned him was?" Fireheart asked. "I've been searching the Library and believe I've found something." She answered as she motioned him over to her desk where several books lay open.

"That creature is called a Shadetail. They're only supposed to be found in areas where magic is strong, black magic. I don't know what one is doing way out here."

"It should be obvious Mothwing. Whoever has been sending these Undead at us must be trying a different tactic. What I can't figure out is why they would want to poison Speardwarf." Fireheart replied.

"The poison is gone but it has left him weakened. He'll need a few days rest before he can return to duty." Mothwing said. "Do everything you can, I feel we may need all our Warriors for the battles ahead." Fireheart replied as he headed for the door.

You're fine Speardwarf, I came across the creature in one of my books and felt it would give Mothwing some time in the spotlight as well as changing the situation.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir diesalot** on **October 19, 2009, 04:06:05 pm**

Necrobump?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 20, 2009, 01:27:23 am**

As usual, my apologies for the long break. Update will be up tomorrow and a new enemy will join the fight to destroy us...and prove completely incompetent at it ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **October 20, 2009, 02:37:39 am**

Quote from: thunderclan on October 20, 2009, 01:27:23 am

As usual, my apologies for the long break. Update will be up tomorrow and a new enemy will join the fight to destroy us...and prove completely incompetent at it ;D
The usual?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 20, 2009, 10:53:19 am**

We've had breaks they've just never been this long before. The usual is a couple days...this was more like a couple weeks

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 20, 2009, 02:08:18 pm**

13th Limestone

As Giken passed through the Hotel Gates she stopped and fired her crossbow into the foilage and was rewarded with a Kobold body falling into view.

She was surprised when 6 more rushed out toward her. Snapping a round of bolts in she opened fire, mowing down 2 Wrestlers before Bob leapt into battle, leaving a pile of bodies in his wake. A Spearman turned to flee but got only a few feet before he tripped, impaled himself on his spear and was finished off by Bob.

As Giken headed for the Armory to reload she saw the wagons of the Dwarf Merchants rumbling along the road toward them and ran off to tell Newb and Fireheart.

15th Limestone

Shayldis motioned for his soldiers to stop as he watched a Dwarf pass by. With a few signals the Kobolds had surrounded the Dwarf and closed to melee range...

Tirist was bleeding from several minor wounds as he fought the Kobold invaders. Kicking a Swordsman in the stomach he turned and grabbed the Wrestler by the throat and strangled him. Tossing the lifeless body at a surprised Spearman he grabbed the spear, tossed it at the Swordsman who was rising again and broke the Spearman's neck.

Shayldis took off as his squad fell. He could hear that Dwarf behind him. Ducking into the shadows he drew his sword and waited. As the Dwarf came running past Shayldis leapt out, slicing the lower right arm from the Dwarf and stabbing him once before vanishing over the border.

As Tirist sank to the ground beside his arm he saw Zaneg coming his way. After that all he remembered was being dragged toward the Mansion and put to bed while Mothwing tended to his wounds.

23rd Limestone

Fireheart had asked Skid to prepare a feast to celebrate the completion of Orwen's tower. Legolord and his daughter were pleased to see all their work in the glass furnace had paid off.

Yes, we're being attacked by Kobolds, Goblins and Undead now

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **LegoLord** on **October 20, 2009, 03:38:41 pm**

To be fair, the kobold managed to take a dwarves arm off. More than most of the goblins do, eh?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 20, 2009, 03:41:46 pm**

True...and stabbed his spleen and pancreas

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **LegoLord** on **October 20, 2009, 06:28:32 pm**

Yep.

And they're still pretty incompetent.

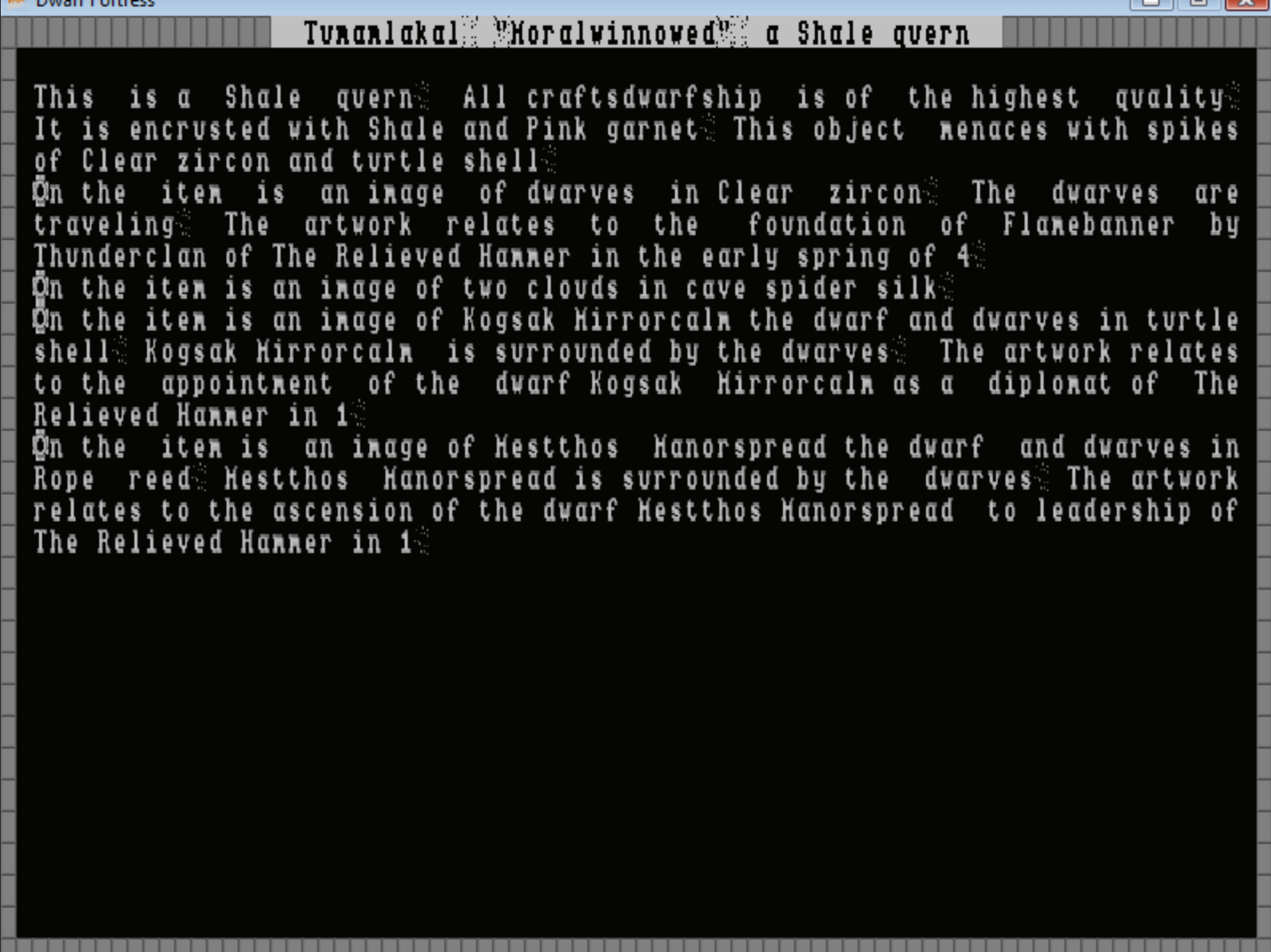
Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 20, 2009, 06:33:16 pm**

I have to wonder if we'll be seeing Shayldis again. Could make for an interesting time.

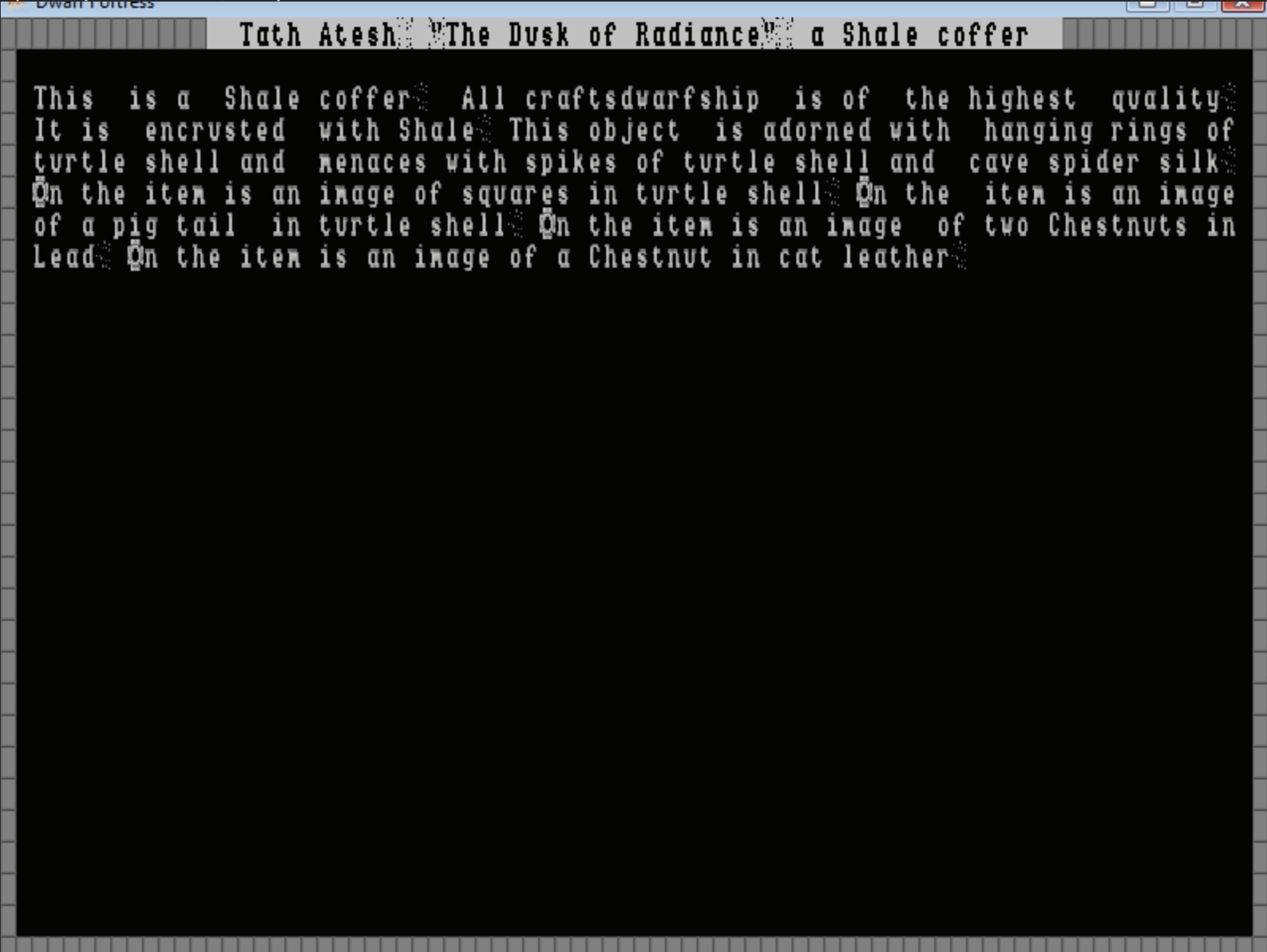
Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 20, 2009, 10:24:01 pm**

The results of a couple Moody Maons

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **October 21, 2009, 12:17:06 am**

Oooh, who gets teh coffer? :D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 21, 2009, 12:23:23 am**

That depends...Anybody want it?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **LegoLord** on **October 21, 2009, 03:05:50 pm**

The winner of a tournament of death matches? ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 21, 2009, 03:41:42 pm**

Considering that our Warriors are needed to protect the fortress I don't see that happening. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 22, 2009, 11:28:59 am**

I've just started on a small project: A shrine to Armok/Place to drop things into magma. :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sonerohi** on **October 30, 2009, 09:45:43 am**

Wok needs storage for all the heads. A coffer would be cool.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **October 30, 2009, 10:57:21 pm**

Wok it is then...and hopefully something besides the usual fortress-running stuff will happen soon.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **November 03, 2009, 02:27:03 am**

Guess which group of creatures that want to kill us has returned to the fortress? ;D

We are under siege once more!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **November 03, 2009, 02:33:52 am**

Orcs, Skeletons, Gobbos or Kobolds?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **November 03, 2009, 04:23:48 am**

Skeletons...and whatever they brought with them this time ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **November 03, 2009, 09:08:30 am**

A Mammothataur?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 01, 2009, 03:17:48 am**

If you guys aren't used to my weird update scedule by now then you really should be.

9th Granite

The Dwarves of Flamebanner were able to carry out the invasion safety plan perfectly after so many years of fighting. The civilian population headed for the safety of the main fortress while the Warriors headed out to face the invaders.

Only the squads of Wok and Sir Nil were moving along the road to where 2 large groups of Wrestlers and Hammermen had been sighted. Arzez was still in bed and his squad refused to leave his side.

The moment that the enemy came in sight Wok and Nil sounded their battle cries and charged with their men in their wake...This proved a bad idea though as the group spread out to surround the Warriors.

Drawing his swords Wok wasted no time securing a path through the undead fighters while Speardwarf proved surprisingly effective considering his opponnents had nothing to injure with a spear.

Hawkfrost was fighting with her fists and shield after she threw her axe into the back of a wrestler that had been charging Iton.

As Iton fired the last of his bolts he charged into the thick of the battle, intent on smashing someone with his crossbow. As a Maceman stumbled away stunned Iton paused to consider that a crossbow would make a better melee weapon if he had bothered to learn how to use it as one.

He was torn from his thoughts by a Spearman that leapt at him. Iton barely managed to get his crossbow up to block before the spikey tip reached him. As the spearman pulled the spear back Iton went to hit him only to have the spear swing back and pierce his leg.

Falling to the ground as his leg buckled Iton cried out as the spear came down onto his arm, forcing him to drop his weapon...

Speardwarf was having a great time as he used his spear to destroy another Wrestler. He had started to keep a tally in his head and figured he had about 8 kills from this squad. He was expecting the number to increase greatly once they moved to face the others.

As Sir Nil smacked another skeleton into the distance with his hammer he looked around and saw a lone Spearman standing somewhat away from the main fighting. With a roar he charged and took the body out from under the skull with a single swing.

Stooping to pick up the skull he brushed against a ragged piece of iron and found it was connected to the equally bad-looking body of Iton. Leaving the young Warrior where he lay he walked over to Wok who wasn't looking to great himself with his leg at an odd angle and his arm hanging at his side.

Fireheart met the Warriors as they returned with Wok supported on the shoulders of Speardwarf and Vabok. A quick headcount told him that something had gone wrong.

"One of your squadmates is missing." He said as Sir Nil stopped near him. "We lost Iton. A Spearman got him. We couldn't even bring his body back because the second squad was bearing down on us." Nil answered with a sigh.

"We know there were at least 5 squads in our territory. Its 4 now but I worry about what the cost of removing them will be. Once Mothwing sees to Wok we'll head back out." Nil continued as he passed into the fortress.

Yes, Iton Brainarrows, Wielder of Mindbolts has fallen in battle. I feel quite sorry for him. The message log said he canceled Rest 237 times because he was interuppted by an undead spearman.

The kill log for that fight:

Speardwarf: 8
Sir Nil: 3 (Including Crushedjoy)
Bob: 1
Hawkfrost: 2
Wok: 7

Crushedjoy was the Spearman that got Iton...he got that name from Iton as well.
Forgot to check if Iton got any kills so the full log isn't fully updated but here it is anyway:

Wok: 59
Nil: 76
Hawkfrost: 26
Vabok: 25
Kornash: 24
Speardwarf: 44
Iton: 9
Bob: 52
Arzez: 23
Tamunshin: 21
Keshan: 4
Giken: 6

Sir Nil is leading by a *little* bit.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **December 01, 2009, 06:12:28 am**

So, just another siege? It's not as if anyone died. Oh wait, somebody did. XD

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **December 01, 2009, 08:48:01 am**

NOOOOOOOO! mindbolts!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **December 02, 2009, 05:52:30 pm**

Wow, I stop reading these forums for like a year, and I come back to see that Bob has gone into badassed dwarfy land. XD And is still quite alive. Awesome.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 02, 2009, 06:32:41 pm**

Quote from: Haika on December 02, 2009, 05:52:30 pm

Wow, I stop reading these forums for like a year, and I come back to see that Bob has gone into badassed dwary land. XD And is still quite alive. Awesome.

And smashing things to pieces with a spikey mace...Think you forgot that one.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **December 03, 2009, 12:57:13 am**

I'm curious if he has any relationships with anyone or anything other than his mace. XD I also wouldn't mind seeing his Thoughts and Pref's screen.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 03, 2009, 03:10:37 am**

I'll see what I can do about getting shots of those up for you...Don't think he has any relationships though I haven't looked in a while.

I'll have the rest of the siege written up later...including the battle next to the chasm which showed me some Dwarven stupidity.

HINT: It involved someone getting shot in the face...about 30 times.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **December 03, 2009, 11:03:55 am**

Dwarven botox >.>

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 03, 2009, 06:53:06 pm**

9th Granite Continued

With Wok limping along beside them and some fine rum in their bellies Sir Nil and the other Warriors returned to the south part of the territory to free it from the Undead invaders.

The enemy hammermen fell upon the Warriors almost as soon as they entered the field, sending Bob and Vabok flying as Hawkfrost seperated a wrestler's lower body from his upper body.

Speardwarf was piercing the skull of his second opponent when a hammer smashed against his helm, sending him to the ground. Before the hammerman could finish the job Sir Nil brought his own jeweled hammer down, reducing the skull and most of the bones to dust.

The pain of his injuries forgotten, Wok's swords were moving with incredible speed, hacking apart limbs and bodies almost before they knew what was happening.

Seeing that this fight was all but won Sir Nil ordered Hawkfrost and Bob to remain with Speardwarf and took off to the northeast, intent on taking revenge on the Undead for the loss of Iton.

Not bothering to hide his presence Sir Nil leapt out of the brush, crushing a wrestler under his iron boots. Lashing out with his hammer he catapulted Undead warriors into trees and each other, completely destroying any small chance they may have had at killing him.

When the rest of the Warriors arrived they found Nil wiping bone dust off his hammer while sitting on a pile of broken bones. Standing the Deputy turned to look at the western cliffs where the white of skeletons was clearly visible against the dark colors of the landscape.

After devising a plan of attack the Warriors had started along the edge of the chasm that cut through Thunderclan territory. Having taken care of the beasts that such a place attracted years ago there was no explanation for the unearthly cries that echoed up from the darkness.

Bob was grinning as he climbed. He knew his plan would work and would lead to the deaths of every enemy that remained on the field.

As he reached the top of a cliff overlooking the chasm he could see the Undead across the way as well as the glint of sunshine off the armor of the Warriors further down.

Drawing his mace Bob took a breath and started shouting insults across the chasm at the skeletons. As he'd planned they turned to look at him and drew weapons.

What he hadn't planned on was the skeleton in the fancy armor...with a crossbow. And judging by the bolt she sent his way she didn't like his insults very much.

Bob dodged the first bolt only to step into the path of a second which shot right through the eyehole of his helm and into his eye. The crossbowman looked away for a moment as her wrestler guards were attacked by the Warriors.

Her gaze returned to the Dwarf across the way though and she snapped a fresh bolt into her weapon before taking aim...

Bob was only briefly aware of group of bolts hitting him as he fell into uncounciousness...

As Hawkfrost saw Bob collapse she felt a familiar rage rising in her. Charging across the rocky ground she knocked the surprised crossbowman to the ground. The furious Warrior then proceeded to tear the skeletons limbs off before ripping her head off and throwing it into the chasm...

Bob was carried back to the fortress by Speardwarf and Hawkfrost while Wok and Vabok went to collect Iton's body. The young maceman was hardly recognizable after being shot so many times. As Bob was rushed to Mothwing's chambers Sir Nil went to report to Fireheart.

Mothwing left her office and walked over to where the Warriors were waiting.

"I'm sorry." She said. "He was too badly injured and lost too much blood. All I could do was ease his journey." What hope there had been evaporated as the Warriors heard the fate of their young friend...

Sorry Haika...I would have tried that again but it just seemed too good storywise. Feel free to request another Dwarf.

Hawkfrost I don't know whats more dangerous...you with an axe or you with your bare hands. You didn't kill alot with your hands but the couple you did were brutal.

Mostly Updated Kill List:

- Wok: 72
- Nil: 92
- Hawkfrost: 28
- Vabok: 25
- Kornash: 24
- Speardwarf: 46
- Iton: 9
- Bob: 52
- Arzez: 23
- Tamunshin: 21
- Keshan: 4
- Giken: 6

I think someone will hit 100 kills soon

Title: **Re: Flamebanner: The Time Of Fire Has Come**

Post by: **Heron TSG** on **December 03, 2009, 07:18:24 pm**

Oh jeebus! We're losing one Warrior per combat sequence!

Title: **Re: Flamebanner: The Time Of Fire Has Come**

Post by: **thunderclan** on **December 03, 2009, 07:19:18 pm**

And we only have 9 Warriors left now

Title: **Re: Flamebanner: The Time Of Fire Has Come**

Post by: **Heron TSG** on **December 03, 2009, 07:28:11 pm**

Who all is left? Are we getting new recruits?

Title: **Re: Flamebanner: The Time Of Fire Has Come**

Post by: **thunderclan** on **December 03, 2009, 07:32:07 pm**

Wok, Sir Nil, Hawkfrost, Vabok, Speardwarf, Keshan, Giken, Arzez and Tamunshin are all we currently have left.

I'm thinking new recruitment will probably happen.

Title: **Re: Flamebanner: The Time Of Fire Has Come**

Post by: **Heron TSG** on **December 03, 2009, 07:40:11 pm**

I'd like to take a macedwarf apprentice to train. I suggest that all other Warriors take an apprentice as well.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 03, 2009, 07:45:10 pm**

Did you want a specific name? Or should I just make one up?

I'm inclined to agree that more Apprentices are needed...we're getting to the point where a dozen or so good Warriors just doesn't cut it.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **December 03, 2009, 08:37:52 pm**

Good lord, I should never have come back. XD Bob was doing fine until I started posting here, heh.

Hrm new dwarf. I don't even know what would be interesting story wise. Or how you might try it. Might be interesting to have Bob turn into a friendly skeleton... Or have a Skeleton join the dwarf forces. Seeing as how we have undead running around.

Otherwise I'm up for ideas. Not sure picking a random crafting dwarf will give much to write about.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 03, 2009, 08:44:45 pm**

Quote from: Haika on December 03, 2009, 08:37:52 pm
Hrm new dwarf. I don't even know what would be interesting story wise. Or how you might try it. Might be interesting to have Bob turn into a friendly skeleton... Or have a Skeleton join the dwarf forces. Seeing as how we have undead running around.

Oh, I'm sure I can come up with *something* ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **December 03, 2009, 08:54:16 pm**

Quote from: thunderclan on December 03, 2009, 07:45:10 pm
Did you want a specific name?

Bubbles, in honor of LegoLord's community game, which also had a Bubbles, who had been named by me.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **LegoLord** on **December 03, 2009, 09:00:19 pm**

Feel free to take any of LegoLord's family for crossbow/hammerdwarf training.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **December 03, 2009, 10:48:03 pm**

I read your entire saga in one night and am amazed by the progress you've made man. It inspired me enough to humbly submit Tanak Masam the dwarf as a member of your military to try and match the memory of the fallen mindbolter. Of course, perhaps he should also be trained in a secondary weapon so he can not get rocked in melee combat.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 03, 2009, 11:05:12 pm**

Personally I'm amazed that I'm still attracting new people with this.

Tanak Masam
Bubbles
Haika's new Dwarf
And an unknown number of others

Will be added soon :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **December 03, 2009, 11:18:52 pm**

How about a hammerdwarf named Nekik who speaks in a overexaggerated Scottish accent and only wears blue, including dying his beard blue.
He refuses to accept that there is such a thing as red, and if someone argues with him he will go into a tirade about how dragons only drink the miasma of the waters found underground in hidden places.
He likes to keep a goat in his room, because only goats can be trusted to guard you while you sleep.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 03, 2009, 11:34:10 pm**

Having to find a Goat: Fun
Crazy Blue Dwarf with a Hammer: Awesome
Having to figure out how to write a Scottish Accent: Challenging

I like it!!
He's on the list!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 04, 2009, 01:33:26 am**

12th Granite

"Dwarves of Flamebanner!" Fireheart called as he stood before the assembled (and very drunk) population of the fortress. "The latest siege claimed the lives of 2 of our Warriors. Iton Brainarrows The Moist Decency of Knights, Wielder of Mindbolts and Bob Woundseers The Mortal Flickering Scratch of Thunder, Skull Crusher."

"They have returned to Armok's bloody embrace and their names will be remembered within these walls and beyond."

"After consulting with Sir Nil, Wok and Newb it had been decided that we must have more Apprentices in training." Fireheart paused to wave back several Masons who were rushing forward.
"I only want those of you who are not already dedicated to a particular trade to enlist. Though the need for Warriors is great we must not

ignore the building and beautification of our home."

"In addition we have decided to make use of the chasm that splits our territory. We will build a fort around it that can be accessed both above and below ground. We will also be expanding the wall to better protect Mansionbrimmed Manor and the other aboveground buildings."

"Anyone who wishes to train as an Apprentice see Barbarossa." With that Fireheart left in the company of the Craftmasters and Senior Warriors while several Dwarves came forward to add their names to Barbarossa's list.

The current project list is:

- Turning the Chasm into a defendable Fort
- Expanding the wall and road network
- Possibly building some towers for Crossbows on the borders
- Connecting every building to a tunnel system so they can be accessed during a siege
- Eventually finishing the temple

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 04, 2009, 01:38:25 am**

Haika, I checked for you and Bob did have a Lover. Orwen's daughter Dodok Lanceice, Engraver's Apprentice.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **December 04, 2009, 10:53:09 am**

Awesome, Well, at least he wasn't a virgin when he died. >.>

I also herby submit the name Fred the Femur for the skeleton, ;D With a bone weapon of some sort if possible.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 04, 2009, 10:59:26 pm**

12th Granite

Having dropped off the recruitment list Barbarossa left Fireheart's office, leaving Fireheart and Sir Nil to look over the new Apprentices and decide on their mentors:

Recruitment List

- Bubbles, Mace
- Tarmid, Sword
- Sakrith, Crossbow
- Govos, Spear
- Tanak Masam, Crossbow
- Mamgoz, Crossbow
- Nekik, Hammer
- Fred The Femur, Bone
- Toltot, Spear
- Tharnas, Axe
- Volal Togal, Daggers

11 Apprentices...The question is how many will survive their training?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **December 05, 2009, 12:26:53 am**

My money's on... 4.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **December 05, 2009, 10:09:37 am**

I only hope I'm one of the four

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **December 05, 2009, 09:36:05 pm**

I'll guess 5.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 06, 2009, 04:59:07 pm**

The New Apprentices of Flamebanner!

Volal Togal Pagebudded: Daughter of Sarek, Wife of Nekik
Nekik Glenpaddle: Son of Kornash, Husband of Volal Togal
Sakrith Inkyriddled: Daughter of Orwen, Wife of Bubbles
Mamgoz Bellsflash: Daughter of Newb
Bubbles Townbrush: Son of Reg, Husband of Sakrith
Tanak Masam Rackside: Son of Olin, Lover of Libash
Tarmid Bluemirrors: Son of Legolord
Fred The Femur Relicreigned:
Tharnas Postscaled: Son of Kubuk, Lover of Dumed
Govos Inklauds: Son of Zaneg
Toltot Shovetour: Daughter of Sarek

It appears that many of our new Apprentices came from the families of Founders...Including another Son of the fallen Kornash. 4 members of that family have joined the military now...2 still live

Another interesting thing is that Sakrith is Orwen's Daughter...and Bubbles, Sakrith's Husband is Orwen's Grandson.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **LegoLord** on **December 06, 2009, 05:05:36 pm**

Quote from: thunderclan on December 06, 2009, 04:59:07 pm

Another interesting thing is that Sakrith is Orwen's Daughter...and Bubbles, Sakrith's Husband is Orwen's Grandson.

If you could seem my face, my mouth would be repeatedly opening as if to say something, and then shutting as I realize I'm at a loss for words.

Am I reading that right?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 06, 2009, 05:52:15 pm**

Yes indeed you are. Orwen's Daughter married Orwen's Grandson

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **December 06, 2009, 06:14:01 pm**

Quote from: thunderclan on December 06, 2009, 05:52:15 pm

Yes indeed you are. Orwen's Daughter married Orwen's Grandson

Qué.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **December 06, 2009, 08:19:30 pm**

Okay, everybody knew Dwarves were wierd, but that wierd?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **LegoLord** on **December 06, 2009, 09:32:16 pm**

Sure it's the same Orwen both times?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 06, 2009, 09:36:24 pm**

Orwen was custom named...So yes I'm sure. I'll get some shots later of the relationships so you guys can see.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **December 06, 2009, 11:51:18 pm**

Well, at least incest isn't modeled.

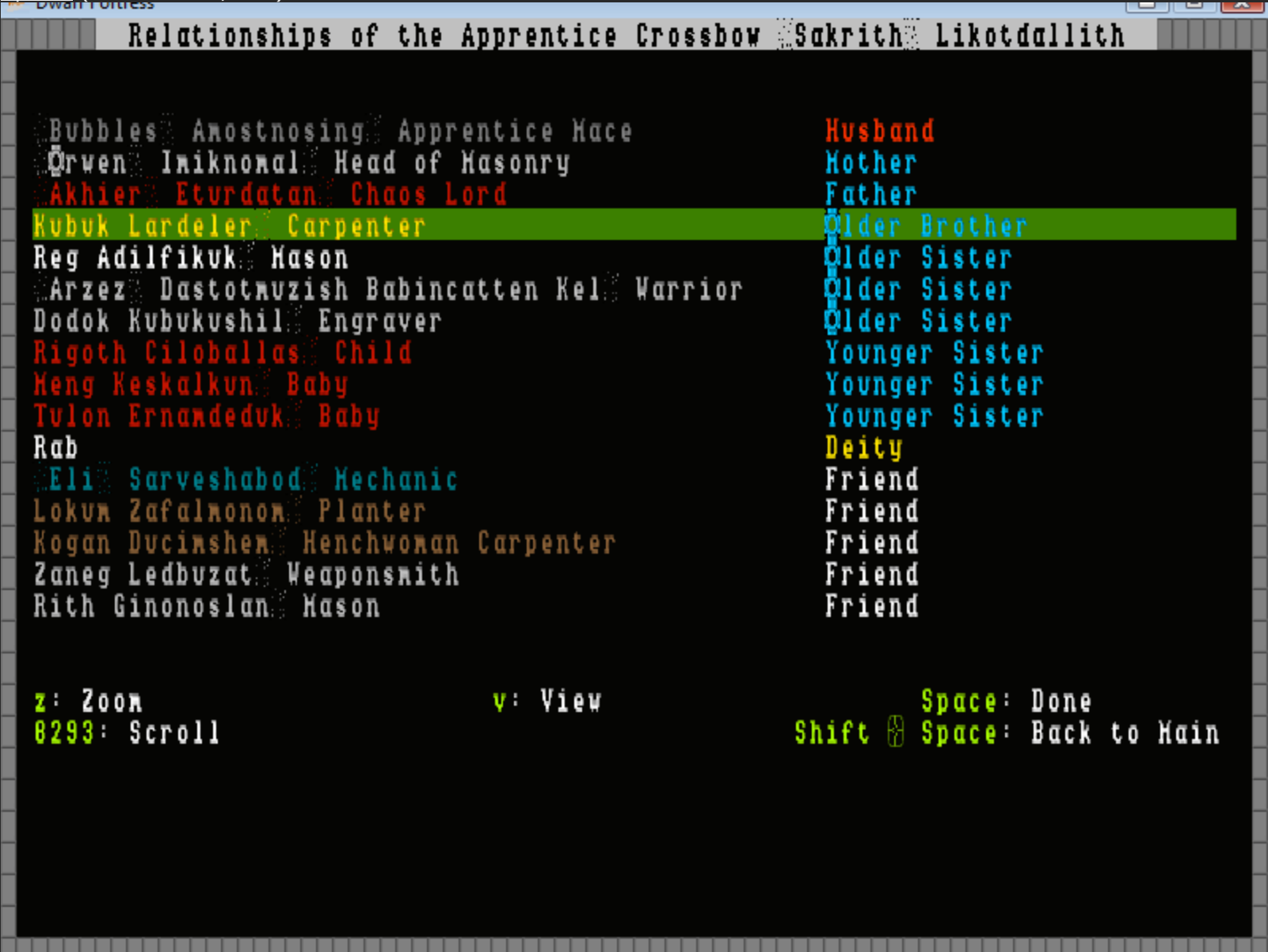
(yet.)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **December 07, 2009, 12:49:05 am**

starts humming 'I am my own grandpa' to himself >.>

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 07, 2009, 03:27:16 pm**

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Relationships of the Apprentice Mace Bubbles Amostnosing			
Reg Adilfikuk	Mason		Mother
Sodel Ottensigun	Planter		Father
Neub Suvasdodok	Trademaster		Paternal Grandmother
Korgan Stukosiger	Mason		Paternal Grandfather
Iden Uristgusgash	Baby		Older Sister
Orwen Imiknomal	Head of Masonry		Maternal Grandmother
Obok Zuglarlikot	Child		Younger Brother
Rimtar Urvadmasos	Baby		Younger Brother
Akhier Eturdatan	Chaos Lord		Maternal Grandfather
Arzez Dastotmuzish Babincatten Kel	Warrior		Aunt
Dodok Kubukushil	Engraver		Aunt
Sakrith Likotdallith	Apprentice Crossbow		Aunt
Rigoth Ciloballas	Child		Aunt
Meng Keskalkun	Baby		Aunt
Tulon Ernawdeduk	Baby		Aunt
Morvul Nishgerig	Planter		Aunt
z: Zoom v: View Space: Done			
8293: Scroll Shift Space: Back to Main			

Bubbles Relationships: Reg: Mother, Orwen: Maternal Grandmother

Spoiler (click to show/hide)

Bubbles Amostnosing "Bubbles Townbrush" Apprentice Mace
<p>Bubbles Amostnosing has been ecstatic lately. He has complained about the draft lately. He slept in a bedroom like a personal palace recently. He talked with a friend lately. He has lost a friend to tragedy recently. He made a friend recently. He had a pretty decent drink lately. He got married recently. He slept without a proper room recently. He had a wonderful drink lately. He admired a fine Support lately.</p> <p>He is married to Sakrith Inkyriddled. He is the son of Reg Wallfield and Sodel Sanctuntours. He is an ardent worshipper of Rab.</p> <p>He is a citizen of The Relieved Hammer. He is a member of Thunderclan.</p> <p>Bubbles Amostnosing likes Alabaster, Pig iron, Chrysocolla, ivory, cave lobster shell, the color sepia, plate mail, beds, flasks and horses for their strength. When possible, he prefers to consume Dwarven ale and Dwarven syrup. He absolutely detests lizards.</p> <p>He occasionally overindulges. He is confident under pressure. He enjoys the company of others. He is very energetic and active. He is not a risk-taker. He has a fertile imagination. He has a good awareness of his own emotions. He is put off by authority and tradition. He is modest. He does not feel effective in life. He doesn't go out of his way to do more work than necessary. He needs alcohol to get through the working day.</p>

For some reason Sakrith wasn't listed on Bubbles Relationships so here is proof of the marriage

Spoiler (click to show/hide)



Orwen's Relationships, Reg: Daughter, Sakrith: Daughter

Spoiler (click to show/hide)



Reg's Relationships, Bubbles: Son, Orwen: Mother, Sakrith: Sister

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 10, 2009, 02:37:06 am**

21st Granite

Nearly every Dwarf in Flamebanner was caught up in the rush that swept over the fortress.

The kitchens and stills were cleaned out and once more brought forth wonderous culinary delights that quickly vanished when the Apprentices took a break from their training in the Barracks.

Sarek and his Smiths spent much of their time in the Forge, bending the blood of Armok to their will as they crafted new weapons and armor for the Warriors while Crafters cut bolts from the multitude of bone that the Undead had so gladly left behind.

On the surface War Wolves made themselves useful hauling loads of Felsite out to the many sites where Masons under the direction of Orwen and Korgan worked dilligently to expand the walls that protected the surface buildings with the aid of the Carpenters.

Even the Miners were busy as Fireheart led them in the digging of tunnels connecting all of the buildings as well as the transformation of the chasm into a base capable of holding back any Undead that appeared on the Northern or Eastern borders until Warriors could arrive.

Even before the fort was built the Udead would have to be wary of the traps that now dotted the territory, waiting for an invader to activate them and be caught in a cage.

Seriously this is the most activity we've had in years. Almost every guild is doing something now and I'm actually going to create a Miner's Guild...Fireheart won't be our only Miner now!

Also we have 3 Undead in cages. Anyone have a preference on what their fate should be?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **December 10, 2009, 04:01:25 am**

Turn 'em into bolts! :D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir diesalot** on **December 10, 2009, 05:00:00 pm**

Hmmm, an arena perhaps? Undead vs Goblins, or anything left over vs our recruits... with a few military in the wings as a just in case.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 10, 2009, 05:14:53 pm**

I have been playing with the idea of building an arena...with appropriate amounts of magma deathtraps thrown in ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 10, 2009, 06:49:48 pm**

11th Felsite

It took little time for the Masons to notice the group moving along the road towards them. The news was passed on and soon Fireheart was at the gates with Newb, Barbarossa and Sir Nil behind him.

It took only a few moments for the arrivals to reach the new walls. As most of the group paused to gaze in wonder at the buildings they could see on the other side of the walls 4 Dwarves came forward.

"This is the fortress of Flamebanner?" Asked 1 of the Dwarves as they halted before Fireheart's group. "It is." Fireheart replied.

"I am Baroness Medtob Ringtemple." Said the Baroness as she stepped forward and gestured to the Dwarves behind her. "My Consort Tekkud Bluntpages, Tax Collector Rith Lancertributes and Hammerer Endok Cloutedslings."

"It seems we were expected." Tekkud said as he joined his wife. "They already have a mansion all built for us."

"Actually that is not yours Baron. That is the home of the Mansionbrimmed family." Fireheart said. "You will have rooms near the Dining Hall but for now you can stay in the temporary quarters with the rest of the immigrants."

"Sleep...in the same room as a bunch of lowborn civilians?" Medtob said, horrified by the very thought.

"Only for a few days until your rooms are mined out. You've traveled with these Dwarves already so a bit more contact won't do anything." Fireheart reassured the Baroness.

"Fine." She said, managing to keep her displeasure from causing a scene.

"Now thats sorted allow me to introcue you to the heads of Flamebanner." Fireheart said with a smile.

"Sir Nil is my Deputy and 1 of our Senior Warriors, Newb is Mayor and Trademaster while Barbarossa is our Head Engraver, Architect and Scribe."

He paused as several fat drops of rain hit the ground. "Why don't we continue our discussions below in my office?" Fireheart said. "Make sure you give your name and profession to Barbarossa before you enter." he continued as he walked back owardthe fortress with the others following.

Flamebanner is now a Barony!

Tax Collector Rith Lancertributes
Hammerer Endok Cloutedslings
Baroness Medtob Ringtemple
Baron Consort Tekkud Bluntpages
Hammerdwarf Catten Netspecial
Bonecarver Dobar Martyrseal
Peasant Mosus Slystandards
Wrestler Kogan Griplances
Armorer Kol Paintstood
Miller Tun Kinglabors
Peasant Rovod Boatsvisions

2 more Warriors to add to our ranks plus an armorer and bonecarver.

Also we now have 103 Dwarves which if the wiki is still correct means that Megabeasts may start showing up.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **December 10, 2009, 07:53:31 pm**

Quote from: thunderclan on December 10, 2009, 06:49:48 pm
Peasant Rovod *Boatvisions*

Odd, considering the sudden rain.

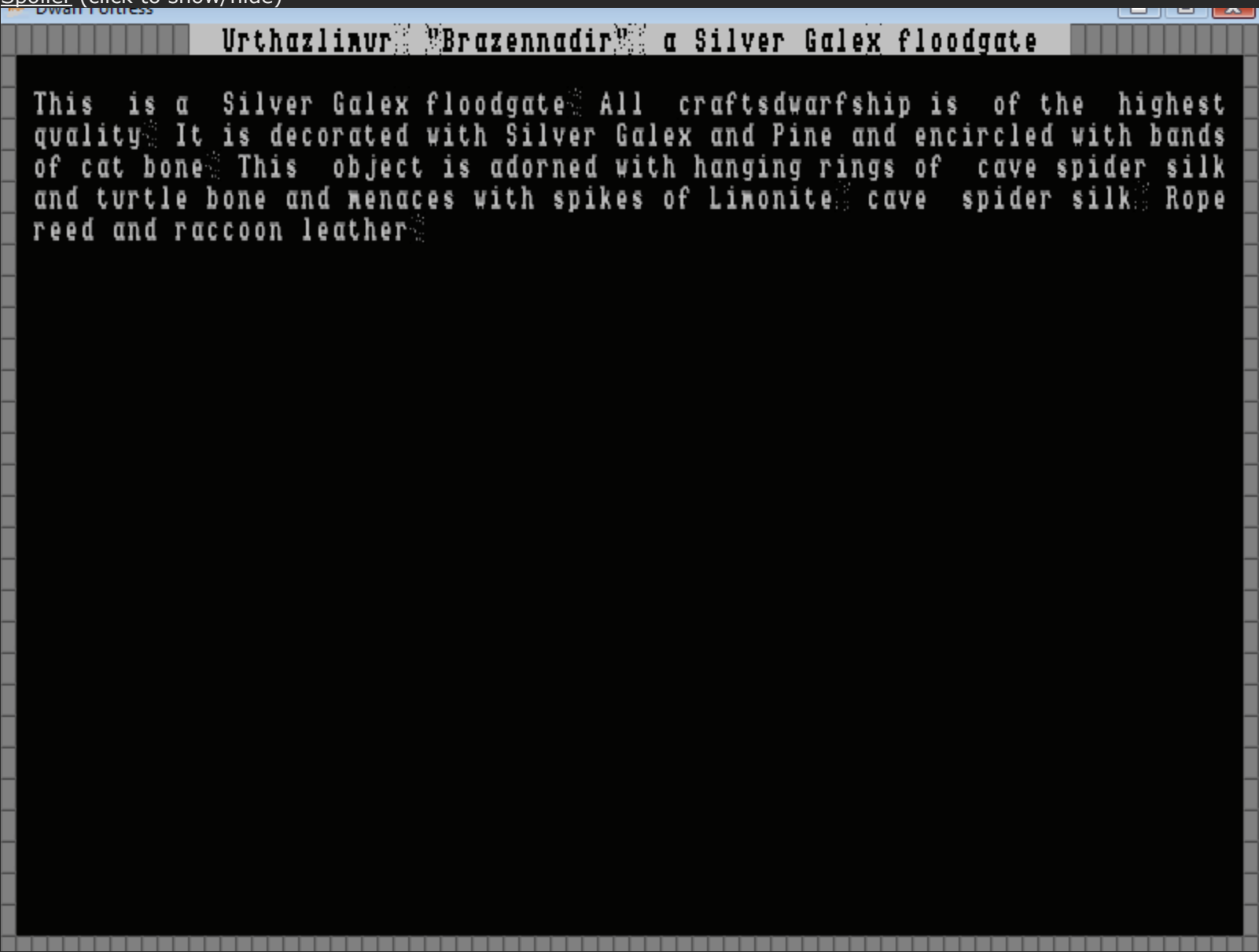
Huzzah for the barony of Flamebanner!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **December 15, 2009, 02:50:08 am**

Oddly enough we're still labeled as a Town...not a Barony

A new artifact courtesy of our Head Woodworker, Rakust

Spoiler (click to show/hide)



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **December 15, 2009, 08:54:28 am**

Oh, come on. Rain, "Boatvisions", floodgates?

It's a sign! The end is nigh!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **December 15, 2009, 12:16:12 pm**

hmm, maybe Noah was a dwarf... *ponders until his brain explodes*

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir dieselot** on **January 18, 2010, 03:10:13 am**

Bump of the month!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 13, 2010, 09:10:37 pm**

If anybody is still with me after so long know that I have made my return to the battlefield that is Flamebanner. The fortress lives and will be seeing an update within the next couple hours!!

My first act has been to shuffle every Warrior and Apprentice into new squads so that when we are threatened more Warriors will respond and others can rest without risking lives.

The new rosters are as follows:

The Umbral Shields
Leader: Wok Daleletters, Swordsman
Catten Netspecial, Hammerman
Tamunshin Giltbulwark, Axeman
Speardwarf Dwelledcloister, Spearman
Sir Nil Clinchboot, Hammerman
Vabok Ropeviper, Wrestler
Hawkfrost Hatchetstirred, Axeman

The Perfection of Lancing
Leader: Arzez Swordmartyrs, Swordsman
Kogan Griplances, Spearman
Govos Inklauds, Axeman
Fred "The Femur" Relicreigned, Maceman
Bubbles Townbrush, Maceman
Keshan Keyentrance, Spearman

The Hatchets of Hailing
Leader: Giken Gravebooks, Marksman
Tanak Masam Rackside, Marksman
Mamgoz Bellsflash, Marksman
Sakrith Inkyriddled, Marksman

The Gilded Ones
Leader: Volal Togal Pagebudded, Daggerman
Toltot Shovetour, Spearman
Tharnas Postscaled, Spearman

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **February 13, 2010, 09:58:49 pm**

The flame rises from the ashes eh?

'glad your still doing this.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 14, 2010, 12:21:09 am**

26th Felsite, Year 14

As Fireheart chipped away at the wall of the sleeping halls he kept an eye on the new Miners Mosus and Rovod who had never even touched a pick before today. Fireheart gave them what pointers he could but they still managed to destroy a fair bit of usable stone before they finished digging out the new nobles quarter.

As Barbarossa and Dodok moved in to begin smoothing the walls and floors Fireheart headed for his office to approve the work orders for new furnishings. When he arrived though he found a pile of papers from the new nobles sitting on his desk.

Leafing through the papers he got the basic idea of the demands and mandates: The Baroness wanted Bismuth items made while the Tax Collector wanted things made from Bismuth Bronze and the Baroness Consort didn't want even a flake of Bismuth to leave Flamebanner. On top of that the Hammerer had compiled a list of Dwarves who she felt needed hammering for past "crimes".

17th Hematite

The morning sun rose on a gathered crowd of Dwarves in the courtyard. It was time for the new Mayor of Flamebanner to be elected. Votes were carved into scraps of stone and placed in a bag that was then given to Mothwing and Sarek for counting.

The conversations between friends stopped abruptly as Sarek took the stage with Mothwing a few steps behind. "We've tallied the votes." Sarek said "Newb, I'm sorry but you've been voted out. Our new mayor is another founder...Our Leader Fireheart."

Fireheart was quickly buried under a pile of Dwarves congratulating him on the victory. The crowd parted as Newb came forward to congratulate her friend and teasingly remind him that he had a year before the job opened up again.

His reply was lost as the signal horn was sounded. "Traders coming in from the South!" Speardwarf shouted down from the walls. "All right, Lets get our goods out here!" Newb shouted. The crowd quickly flooded into the fortress to bring up the crates from storage.

18th Hematite

The arrival of the Human wagons was interrupted as screams rose from the Western hills. Fireheart was on the walls in an instant with Sir Nil fumbling for his spyglass.

Directing the instrument along the ridge above the hotel Fireheart saw the threat: Goblins were chasing one of the masons down from the stone quarry. Suddenly Sir Nil shoved him to the side as a trio of arrows split the air where they had been standing. Looking higher Fireheart's blood ran cold as he saw at least a half dozen Goblin archers further up in the hills.

"Volal!" Nil shouted as the young Apprentice raced by. "Take your squad and get rid of those archers. And any other Goblins you happen to find." With a nod Volal headed for the gates, calling his squadmates to him.

As Volal led his men along the narrow ledges he pulled out the large dagger he kept on his belt and checked the rest of his weaponry: 4 smaller daggers strapped to his breastplate and a knife in his boot.

As the sound of arrows rattling in a quiver came from nearby Volal signalled to his men to draw their weapons: 2 spears, a sword and a hammer. Before he could give the order to charge Volal was interrupted by a scream from behind and looked back in time to see Toltot fall over with several red-fletched arrows protruding from his chest.

Seeing their comrade fall Nekik and Tharnas turned and fled back the way they had come leaving Volal and Tarmid to fight.

Charging the bowmen Volal was surprised to see pikegobs and swordgobs appearing from the bushes behind the bowmen, wicked grins on their scarred faces.

Tarmid ducked under the swing of a sword and smashed his opponent in the face with his shield. The shield deflected another swing but distracted him from the boot until it smashed into his side and sent him tumbling backwards over the edge. The meeting with the ground included an introduction between his head and a large rock which reduced the Apprentice to uncounciousness.

Witchfiend grinned as he looked down at the Dwarf trapped under his boot. The Goblins had not won a fight against these Dwarves for years but it seemed they were growing weaker. As he raised his pike to deliver the killing blow Volal made his move. Grabbing the knife from his boot he rolled away from the pike, used it to get to his feet and buried his knife in Witchfiend's eye before the bowmen could even nock an arrow.

Despite the pain flowing through him Witchfiend pulled his pike from the ground and advanced only to gasp as a spear pierced his stomach. Knees buckling, the last thing Witchfiend saw was a Dwarf with a spear and arrows sprouting from his chest decimating his bowmen.

Amid the carnage and blood of the dead Goblins Volal approached Toltot and saw a fiery light fade from the spearman's eyes. Staggering slightly he found Volal supporting him as they limped back toward the fortress...

That may be the most impressive fight I've seen in this fortress. Toltot spent most of the fight uncouncious then suddenly woke up, went into a trance and killed 8 Goblins...while having a mangled lung and heart.

I think a few goblins fled though since I'm still getting job cancelations due to goblin interruption. Plus another squad just attack one of Legolord's Henchwomen outside the Western walls.

I'm thinking I'm going to employ a Dwarven tactic once the hills are clear: Flatten the hills down several levels.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **February 14, 2010, 12:11:28 pm**

Awesome! I can't wait to see if Bubbles will be able to fend off the terror that is Goblin!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 14, 2010, 06:32:48 pm**

Let me put it this way...There is ALOT of blood trails around the fort...and inside the fort...and in the sand pit.

Update will be written up after dinner.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 14, 2010, 07:30:06 pm**

22nd Hematite

"Goblins at the Western walls!" Speardwarf shouted from the tower as he watched one of Legolord's children fleeing into the woods.

"Arzez has been bedridden with a broken sword arm." Sir Nil said as he rounded up Arzez's squad. "Bubbles, you're in charge of this squad now." The young Apprentice's face lit up at this and quickly ran for the gates with his soldiers following.

Bubbles drew his mace as they approached the Goblins, deflecting a bolt off the spiked head. Charging forward he ducked under the swing of a wrestler and swung his mace. He was rewarded with a screech as the iron head shattered the Goblin's shoulder.

As he raised his mace for another swing Fred crashed into him, sending them both to the ground. As Bubbles picked himself up he saw that his left leg was cut up and bleeding heavily from Fred's mace. After trying to rise and falling on his face Bubbles settled for using his weapon as a crutch and limping away from the battlefield.

Govos and Keshan were happily beating a goblin marksman into the ground and failed to notice the wrestler sneaking to safety across the border.

As the victorius Apprentices returned to the Barracks they stopped in the Infirmary to check on Bubbles and found Mothwing bandaging his leg and ordering him to rest. As the Macedwarf limped away with the aid of his squad mates Mothwing turned her attention to Hawkfrost who was still uncouncious after being punched repeatedly in the face by a Wrestler down in the cistern.

Govos and Keshan both got 2 kills at the battle and Bubbles got a mangled left leg.

A baby was killed during the earlier attacks.

I sent Wok's squad into the cistern to kill the Goblins I tossed down there after the prison break. Hawkfrost recieved the full attention of a Goblin Wrestler and walked away with just a lightly injured head.

Wok scored 2 kills, Nil 1, Vabok 1 and Tamunshin 1

Discovered that Govos took a brown neck injury at some point so has joined Vabok in the non-sparring group.

Once I finish with the merchants the partial flattening of the hills will begin

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **February 15, 2010, 12:26:38 am**

I just finished reading this in one day, and I must say that I'm impressed. You have good writing skills Thunderclan, keep it up.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 15, 2010, 12:39:37 am**

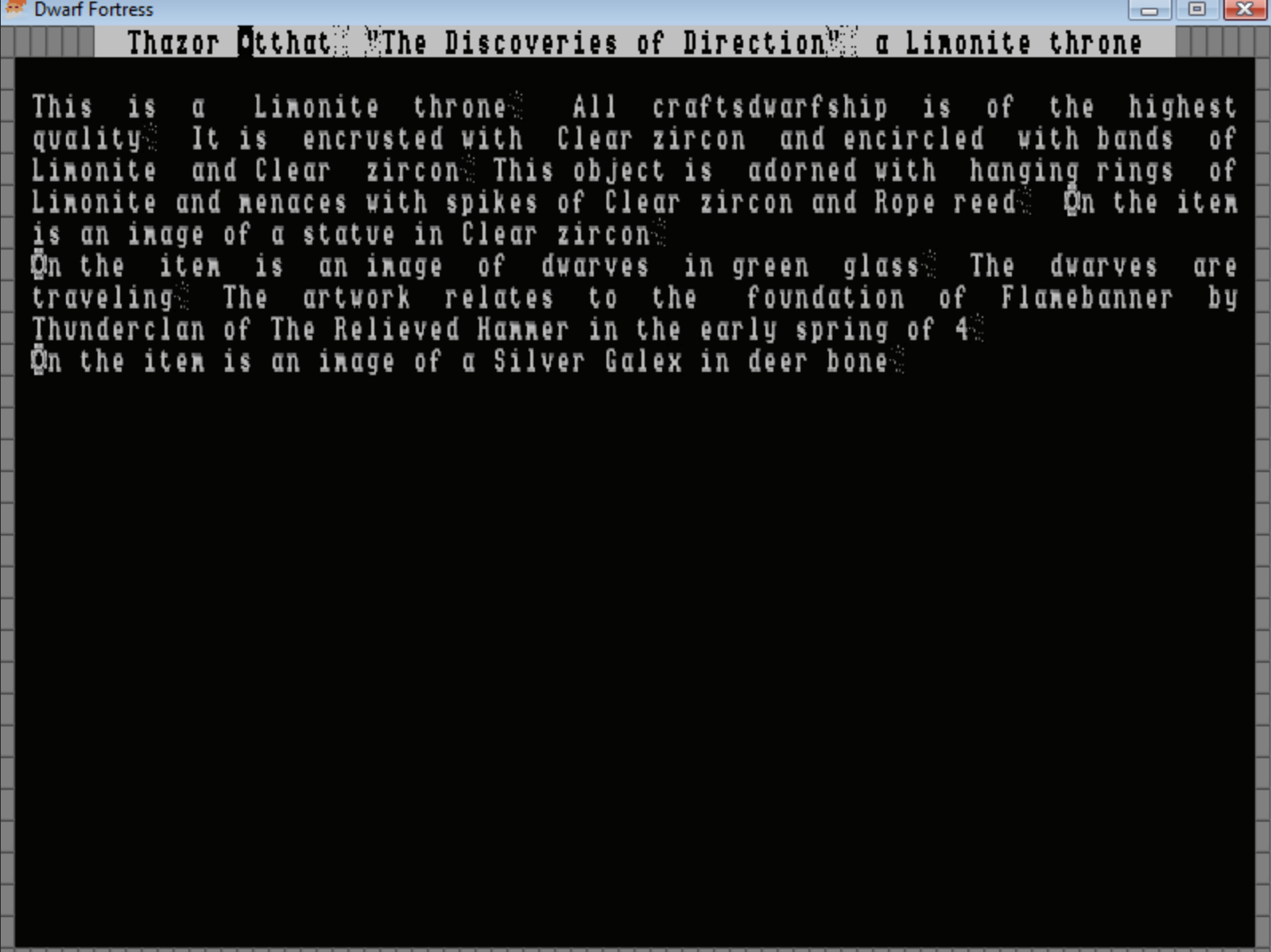
Thanks Argonnek, I intend to ;D

Also we still have plenty of Dwarves up for grabs if you'd like to claim one...or more

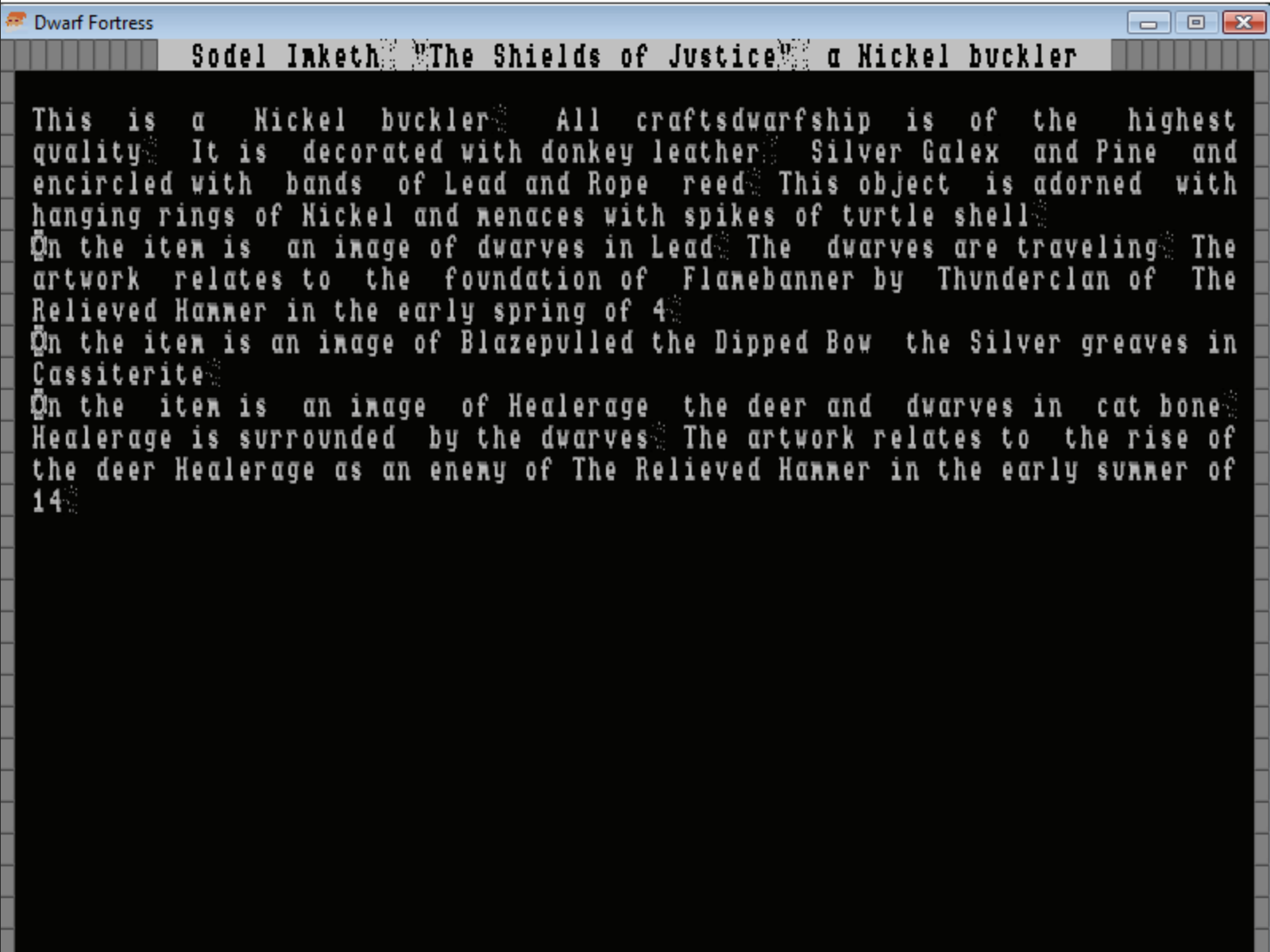
Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 15, 2010, 04:28:33 am**

A couple new artifacts a buckler that Govos claimed and a throne

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Healerage the Deer is still alive to...down in the cistern...with a missing leg

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **February 15, 2010, 10:34:51 am**

Quote from: thunderclan on February 14, 2010, 07:30:06 pm
As Fred picked himself up he saw that his left leg was cut up and bleeding heavily from Fred's mace. After trying to rise and falling on his face Bubbles settled for using his weapon as a crutch and limping away from the battlefield.

I think the first 'Fred' should be 'Bubbles'.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 15, 2010, 01:13:38 pm**

You're right, thanks for pointing that out.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 15, 2010, 04:06:11 pm**

Interesting thing I noticed a moment ago. Every engraving in the fortress that features one of our symbols is called either The Bejeweled Room (Sweetpods) or The Bands of Glazing (Grates)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **February 15, 2010, 10:05:34 pm**

Now that you mention it... I would like to be dwarfed.
Name: Argonnek
Profession: Marksdwarf
Notes: He is obsessed with electricity and uses bolts with small batteries attached to shock his enemies to death. Yes, I know electricity has yet to be implemented yet, but imagination and storytelling can hide such petty details.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 15, 2010, 10:36:47 pm**

I LIKE it!

Sort of like Iton only with more shocking and less exploding ;D

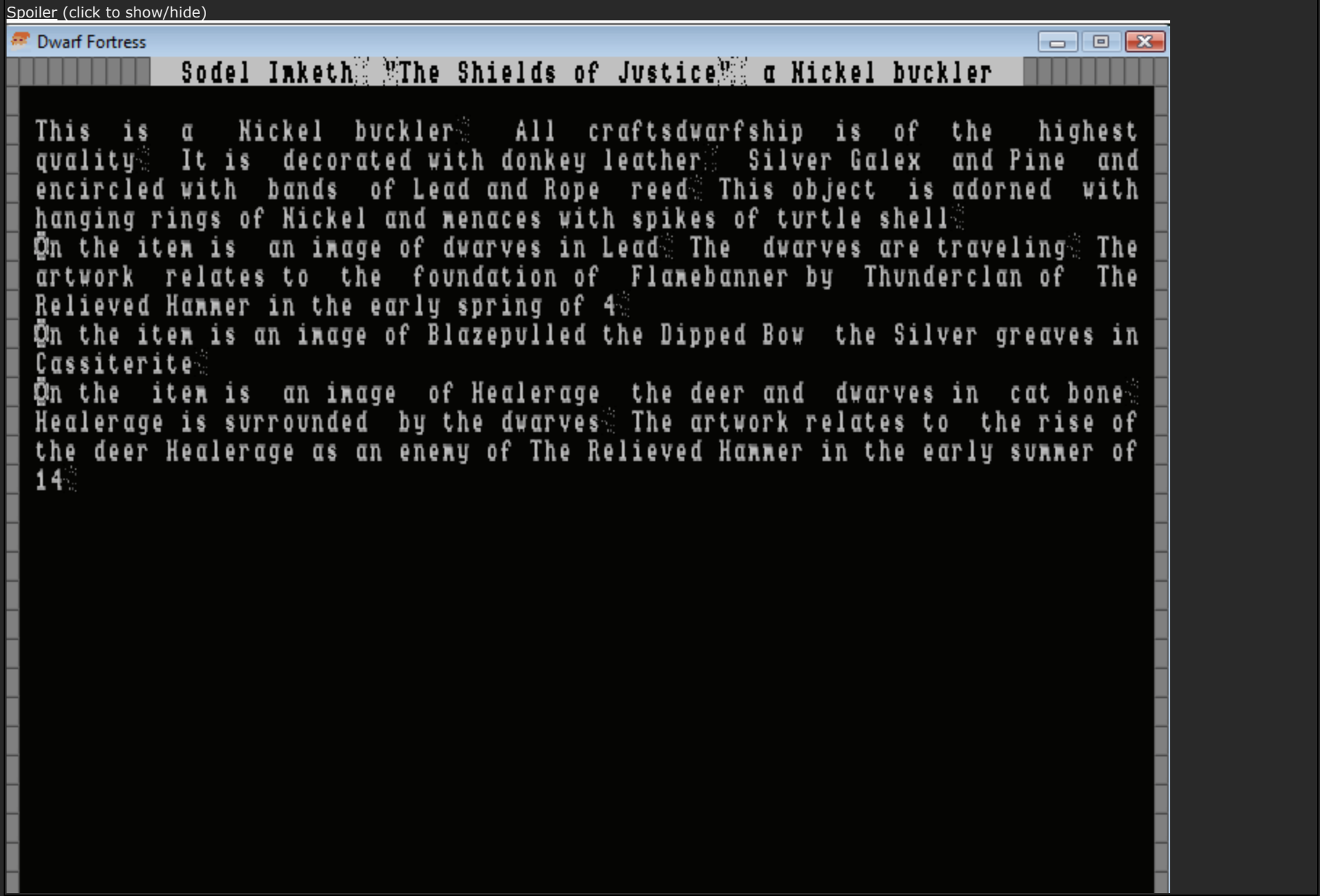
Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 15, 2010, 11:33:46 pm**

Attention All Dwarves!

As of the 16th of Galena year 14 the fortress of Flamebanner is now a County! Barrels of booze from our earliest years are being brought up from the storerooms and celebrations will be held throughout the week.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **February 16, 2010, 02:55:39 pm**

Quote from: thunderclan on February 15, 2010, 04:28:33 am



A shield called "The Shields of Justice" is just awesome.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 17, 2010, 04:44:35 am**

3 squads of undead just followed the dwarf merchants into the territory. Fighting tonight but the write-up will have to wait until tomorrow.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 17, 2010, 05:28:33 am**

OK...Might take a bit longer with the write-up in the morning because I think this battle was one of our most epic and so deserves a more detailed report.

Somewhere around 40 undead were killed but we suffered 3 casualties, 2 civilian and 1 military...so far, others are so badly wounded they may not survive and even if they do they may not be fit to go to battle again.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 17, 2010, 01:27:19 pm**

Here is the first piece of the report. Enjoy ;D

10th Limestone

“Stop!” Newb shouted at the Dwarves who were busily hauling the new supplies below. “The Autumn caravan is here, get our goods back to the Depot.”

Looks were exchanged as the merchant wagons came thundering through the gates, animals near exhaustion. The guards arrived a moment later, supporting wounded comrades.

“What happened?” Fireheart asked as he came over from the Depot. “Undead.” The guard captain said, lowering a swordsdwarf into the grass beside the Depot. “They ambushed us on the way here. Some of my best men were lost before we reached your borders. I’m sure they’ll arrive here soon, intent on finishing the job.”

“We’ll be ready.” Fireheart said, turning to search the crowd of Dwarves. “Wok! Get into the Tower and keep an eye on the road. We’re expecting guests to arrive soon. Nil! Get Volal Togal and Giken, tell them to gather their men and wait at the gates for orders. Mothwing! See what you can do for our wounded friends.” As the Dwarves ran off Fireheart headed for his office.

Giken strode into the armory with her youngest daughter strapped to her back. Her men were already there, refilling their quivers and trading in their bone practice bolts for deadly iron ones. As she reached for a full quiver someone smacked her arm away. Turning with a frown she gazed upon a very young Dwarf. “Sorry, but these bolts are mine.” He said, drawing one out to show her. Giken’s frown became a look of confusion as she looked upon a normal iron bolt with an odd metallic cylinder attached to the shaft.

“What’s so special about these bolts?” Giken asked. “Oh, you’ll see.” The Dwarf said as he returned the bolt to its quiver. “I think these Undead will be in for one heck of a surprise.” “What’s your name?” Giken asked as the Dwarf turned toward the doors of the armory. “Argonnek.” He said as he left the room.

The sound of Wok’s horn split the air and brought Fireheart and Sir Nil running over. “They’re here!” Wok shouted from the tower. “2 squads to the South and 1 to the East.” With a nod Fireheart turned to the assembled Apprentices. “Volal, Giken, you know what to do. Take the Eastern squad first as there are fewer traps on that side.” Drawing weapons the squad captains led their men through the fortress gates before turning and following the road toward the East Gate...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 17, 2010, 06:59:56 pm**

First part of the major battle...and the introduction of Marksman Argonnek's unique brand of bolts.

14th Limestone

The Apprentices couldn’t help but laugh as they broke through the undergrowth and engaged the Undead...or what was left of them. Several of their soldiers had been caught in cages, leaving mostly Wrestlers who didn’t stand a chance against the weapons of the Dwarves.

Quickly claiming trophies the squads turned and began the march through the undergrowth to the Southern Road.

Peering out from the cover of bushes Volal and Giken looked over the enemy forces as they planned their attack. Suddenly they were distracted by a whistling that announced the presence of the Dwarf before he came into view several yards away. Toltot quickly recognized the Dwarf as Kadol Dabbleracks, a metalsmith. Judging by the cage he was carrying he had come to reload one of the traps...except he didn’t get that far.

Glancing up the whistle died as Kadol’s eyes fell on the skeletal creatures spread out before him. Flinging the cage down Kadol ran... straight into a flight of iron-tipped bolts loosed by the enemy Marksmen. Crying out as he stumbled and fell to the ground with bolts sticking out of his legs the last thing he saw was an axe blade swinging at him before blindness claimed him.

Seeing the enemy shift position to attack the helpless Smith Volal let loose his battle-cry and charged into the battlefield, dagger out and his men hard on his heels while Giken kept her squad in the bushes to pick off the enemy with bolts.

As Volal dodged the blow of a Wrestler he swept his daggers across the creature’s skull, doing little more than leaving deep scratches in the bone. Raising his shield to block an axe blade he rolled between the Maceman’s legs and kicked him in the ribs, sending him flying into the Wrestler. Scanning the field he found the enemy Marksmen and raised his shield as several bolts flew at him. The shield caught all but 2 which sank deep into his hip. Reaching down Volal yanked them out, wincing at the pain...

Meanwhile Giken’s Marksdwarves were holding their own quite well. They had set up their shields as barriers to hind behind while they reloaded and Sakrith had managed to shatter a skull with a well-placed bolt. Ducking back behind her shield to reload she glanced at the others in her squad.

Tanak had taken a bolt to the shoulder but seemed alright despite the blood trickling down his armor. Mamgoz and Sakrith were burning through their bolts and would soon run out. Not seeing Argonnek Giken glanced around and finally found him laying on a tree branch above their heads using the height to fire bolts further into the enemy ranks. As she watched Argonnek reached into the quiver by his side and drew out one of the strange bolts he had shown Giken earlier. Fitting it into his crossbow Argonnek took aim and fired, sending the bolt high into the air with Giken’s eyes glued to it.

Reaching its height the bolt began to fall back toward the battlefield, gaining speed until it smashed into the skull of a Wrestler. Seconds after impact Giken saw the Wrestler begin to spasm out of control. A few more seconds and the Wrestler collapsed to the ground, leg twitching slightly.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 18, 2010, 02:19:54 am**

The end of the battle.

A sudden scream nearby brought Giken out of her amazement at this young Marksdwarf’s abilities. Glancing around for the source of the scream she saw Tanak in the grip of a Wrestler, arms and legs waving desperately. Before any of the Apprentices could react the skeleton flung Tanak into the midst of a group of skeletons who quickly leapt on the young Dwarf.

Drawing a bolt Sakrith sent it at a Maceman but it bounced off his helmet. Instead of attacking Sakrith the Maceman waved at the Marksmen and a dozen bolts were slicing through the bushes where the Dwarven Marksmen hid. Giken turned and leapt for her shield, forgetting the daughter strapped to her back until it was too late. As the young Dwarf died fire rose in Giken’s eyes. Rage at the creatures that killed her daughter coursed through her as she flipped her crossbow around and broke cover, leaping on the nearest Undead and

beating on him with her weapon.

Twirling his spear around to slice through a swordsman’s weapon arm Tharnas glanced across the field to where his fellow Speardwarf Toltot was fighting off a pair of axemen. Dodging a blow from his opponents shield Tharnas swept the Swordsman’s legs from under him then leapt into the air, bringing his spear down on the skull, cracking it cleanly in half.

Looking over the battlefield Tharnas was dismayed to see that the ranged squad had been routed though a couple of the enemies Wrestlers were spasming strangely. Volal was nowhere to be seen and the Undead menace still controlled the field. As he was rushed by a pair of Axemen Tharnas gave ground, retreating back toward the spot where Nekik and Tarmid were fighting. As he reached his fellow Apprentices they locked shields, forming a triangle of Dwarf forged iron as they shared desperate looks.

Fireheart glanced grimly at Sir Nil as he handed back the spyglass. “There are too many, the Apprentices are being destroyed. Find Wok, round up as many Shields as you can and reinforce them. Fall back to the town gates and fight from the towers if you’re overwhelmed.” Sir Nil nodded and sped off the wall and into the fortress.

The Undead stalked the field, which was covered in blood and bones. Wok waved to the veteran Warriors behind him and charged. The Decapitator raised his shield and barreled through the ranks of close combatants until he smashed into the ranks of the Marksmen, reducing one to dust before he stopped and decapitating 2 others before they could react.

Cheers rose from the shield triangle as Catten and Sir Nil swept aside the skeletons that had been pounding against the shields. Vabok smashed the heads of 2 Wrestlers together while Speardwarf skewered the same skeleton several times, leaving his bones with quite a few new holes in them.

Hawkfrost held off Wrestlers while Tamunshin charged the routing Marksmen removing legs before finishing them off.

Tarmid, Nekik and Tharnas stared awestruck as the Warriors of Flamebanner demolished every skeletal creature in their path in mere minutes. Breaking the shield triangle they fanned out to search for the other Apprentices.

They quickly found Giken with Argonnek at her side, helping her find her crossbow. A quick examination of the Marksdwarf revealed that she had been blinded...

Hawkfrost shoved aside a pile of bone and pulled Tanak Masam free. The Apprentice was horribly injured, blood flowing from several wounds on his chest and legs. The young Dwarf’s eyes opened and allowed him one final look at a friendly face before he passed to Armok’s embrace.

Speardwarf was searching the bushes for the last of the ranged squad when a crossbow fell from the trees. Looking up he saw that somehow Mamgoz had hauled an unconscious Sakrith up a tree before passing out himself. Calling over Tamunshin and Sir Nil they retrieved the Apprentices from the branches and began a slow march back to the fortress.

The bodies of Kadol and Stakud had been laid to rest in the tombs but the body of Apprentice Tanak Masam was lying before the gathering of Dwarves in the Dining Hall. “Tanak Masam was a brave Dwarf and knew the risks involved when he joined the Warriors. Now he fights alongside his ancestors. Because he fought well and died protecting the clan he will bear the name of Warrior.”

Cheers broke out from the soldiers that were well enough to be present. Fireheart waved his hands for quiet. “Before we lay this young Warrior to rest I would like to recognize 2 more of our soldiers who have earned titles. I present to you Giken Gravebooks the Dented Equivalence and Toltot Shovetour the Incinerated Wrath...”

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **February 18, 2010, 03:40:35 am**

Well, The Incinerated Wrath is a cool title. Also, did a siege actually kill something for once?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 18, 2010, 04:29:41 am**

3 somethings actually...I think I finally found the right combination of size and damage block for the Undead so that they're still challenging for Apprentices and Warriors alike. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **February 18, 2010, 11:47:11 pm**

I'm likin' the story so far, and I do love seeing my name written in a story.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 19, 2010, 02:55:53 am**

Good to hear, Be kind of silly to write this if nobody was reading it ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 24, 2010, 04:16:02 am**

Nothing important enough to write a big update for but here are the highlights:

5 artifact crafts, a turtle shell earring, larch scepter, turtle shell crown, diorite crown made by Barbarossa and pine cup.
1 new furniture artifact: a diorite statue made by Fireheart

Built a prison (for those captured in battle and animals, not Dwarves of Flamebanner.)
Built a vault, limited it to items of superior quality and better.
Minted the first Flamebanner coins in 7 different metals (Iron, gold, silver, platinum, electrum, lead and copper.)

Finally laid the dead from the last battle to rest...along with Iton and Bob. (Didn't make the tombs usable for burial so they were sitting in the graveyard.)
Dug out another 20 or so tombs, smoothed the walls and floors.

Did no trading with the Dwarf Merchants because for some odd reason most of their stuff was hugely overpriced (like several hundred thousand for a pick-ax.)

Fire ravaged the woods again, destroyed some axles but didn't harm the clean-up efforts.
Dug a melting chamber for trash disposal, haven't added the magma yet.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 24, 2010, 04:25:42 am**

Looked through some engravings and discovered that we fought a battle with the Undead that was quite well named...**The Dead Crowd**.
The latest battle in fact.

And engravings of Fireheart admiring battle-axes...and cheese...and coins.

All of these were in the new vault.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Haika** on **February 24, 2010, 10:47:59 am**

but of course, everyone knows cheese coins are worth more than even adamantium coins...

:)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **February 24, 2010, 05:04:27 pm**

Quote from: Haika on February 24, 2010, 10:47:59 am

but of course, everyone knows cheese coins are worth more than even adamantium coins...

:)

But, what's the most valuable cheese?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **February 24, 2010, 09:15:52 pm**

Casu Marzu

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 24, 2010, 09:43:35 pm**

Quote from: Barbarossa the Seal God on February 24, 2010, 09:15:52 pm

Casu Marzu

Only until some Dwarven Cheesemaker figures out how to make cheese from Adamantium ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 24, 2010, 10:38:47 pm**

And we're under siege again...at least 3 squads...a mixture of axemen, pikemen, wrestlers and crossbowmen.

Wonder how many we'll lose this time ???

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 25, 2010, 07:03:47 pm**

This siege is proving to be an actual problem...that I can't throw Warriors at because we're slowly running low on able Warriors. We've had 3 more deaths just in the fight with the Southern squad (wrestlers and axemen).

Hoping to have a write-up ready soonish.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 25, 2010, 08:31:56 pm**

10th Moonstone

Apprentices were running about the Barracks, pulling on armor and fumbling for their weapons. The night watch of Hawkfrost and Vabok had sounded the invasion signal and now the civilians were streaming inside to hide while the Apprentices headed outside to the gates where Hawkfrost stood waiting.

"They seem to be running low on fighters. They only sent one squad this time." Hawkfrost said. "They're moving along the road but have gotten hung up in our cages. Thats where you'll fight." she continued as Vabok opened the gates and the Apprentices headed into the night.

The cages had already claimed two of the Undead before the fight began. Several fell to Toltot's spear while the Hatchets fired into the skeletal creatures, Argonnek's strange bolts proving quite effective.

The fighting turned against Flamebanner though when several Axemen and Wrestlers broke through the melee lines and charged the Crossbowdwarves. Though they fought back the crossbows were useless against the thick armor of the skeleton warriors.

Mamgoz was the first to fall, buried under a pair of Wrestlers and clutching his mangled right arm. Volal's daggers claimed a third Wrestler before he could join the fight.

Sakrith smashed her crossbow into the head of a guard, and turned away from the stunned enemy. Glancing quickly around her eyes fell on young Argonnek, fending off a Wrestler. Sakrith saw the trick though as a skeleton with a giant axe crept up behind the Apprentice.

Letting out a wacry she charged across the battlefield, leaping the last few feet and shoving Argonnek out of the way as the axe fell...onto her weapon arm. Teeth clenched against the pain she turned to look at Argonnek who had already gotten to his feet. Nodding his thanks the Apprentice rushed back into the battle.

Volal Togonal slammed his shield into the legs of the Axeman before him, sending his opponent staggering backwards.

Regaining its balance the creatures empty sockets fixed on the pest before him and began glowing an eerie red. At the sight of this Volal

took a step back, drawing a second dagger from his side and swinging his shield onto his back.

The glow had spread from the eyes to the bones as the Undead warrior charged Volal, swinging his axe for a decapitation. Volal was ready though and ducked under the swing, stabbing at the helmet that his the skeleton's face. His daggers scraped across the metal, leaving scratches as he was thrown backwards by a hit from the handle of the axe.

Hitting the ground drove the breath from the Dwarf and he quickly searched for his daggers which he spotted at the feet of his enemy. Worry crossed his face for a moment but vanished as he brought his shield forward and grabbed a severed arm from the ground. It was hardly a good weapon but it was better then the throwing daggers that remained on his belt.

Running to meet his foe Volal swung the arm, which met the axe...and shattered, bone dust drifting down to the ground. Deflecting another blow with his shield tried to wrestle the weapon from its bony owner.

Smacking the annoying Dwarf with his shield the Axeman swung his weapon around and brought it down, slicing through the leather and chain mail to cut deep into Volal's chest.

Gasping, Volal staggered forward, intent on taking his killer with him. The wound was too great though and the loss of blood had taken its toll. He fell to his hands and knees but kept crawling slowly toward his enemy until the Blood God claimed him.

The morale of the troops was in tatters as the fight turned against the Dwarves of Flamebanner. The blind Warrior Giken had fallen to a halberd to the stomach and Mamgoz had limped away, bleeding to collapse somewhere in the brush. Sakrith was holding up surprisingly well considering she was down to a single arm. She still had a shield though and was happily beating a skeleton in the face with it.

Argonnek breathed a sigh of relief as Warriors of Bubbles squad arrived and shattered the final Undead soldiers.

Bubbles appeared at Sakrith's side. "Nil wants you to fall back to the fortress, Probably a good idea since it looks like Argonnek there is the only one still in decent fighting shape." Helping the one-armed Marksdwarf up the survivors collected their fallen and limped back to safety.

Vabok was up on the tower, surveying the territory. Suddenly his gaze locked on a movement to the North. Pulling a spyglass from under his shirt he peered through it at the fire-ravaged forest. All he could see were bushes and ash, he started to lower the spyglass when he saw it. A flash of moonlight bouncing off metal and a glimpse of white.

"Undead to the North!" He called out as he leapt down the stairs to meet Sir Nil.

"At least two squads sir, with about a half dozen crossbows and alot of pikes." Vabok reported. "They've left the hills and are closing on the fortress."

"The Southern squad was meant as a diversion." Nil grumbled. "It weakened our forces and gave their main force time to get in range. If we hadn't gotten the walls up we'd be swamped by now."

"What are your orders sir?" Vabok asked.

"We'll take the Shields and meet them before they can reach the East Gate. Make sure everyone is ready." Sir Nil replied.

With a nod the senior Warrior ran inside...

2 more dead Warriors as well as a baby. The crossbow squad is all but destroyed with Argonnek being the only one still capable of fighting.

Nekik has assumed command of Volal's squad and Sakrith has taken over for Giken.

The other Undead squads snuck up on me. They've never really moved from their entry points before and with the landscape burned they were tough to see at a glance. The Pike squad is nearly at the walls and the Crossbow squad is coming over the hill...and I'm not sure if a 3rd group is there as well...There are still alot of Undead in the Unit list.

We caught 3 skeletons in cages and they will be tossed into the prison for the time being.

I may be recruiting more Warrior Apprentices after this is over (If we survive) so nows the time if anyone wants another Dwarf ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **February 25, 2010, 09:16:43 pm**

Is Speardwarf wounded?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 25, 2010, 09:20:15 pm**

No, he's in Wok's squad...which for some annoying reason I couldn't send to battle. The squad stationing thing is proving rather annoying at times.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **muwahahaha** on **February 26, 2010, 01:36:44 am**

Can you give us a list of the military with it's current status? Sounds like we're gonna be in for some trouble.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 26, 2010, 03:26:41 am**

On it...Give me a few minutes

EDIT: Here it is

Sir Nil: Unwounded
Wok: Unwounded
Vabok: Upper Spine Injury/Otherwise Unwounded
Catten: Unwounded
Arzez: Left Lower Leg Broken
Tamunshin: Unwounded
Speardwarf: Unwounded
Hawkfrost: Unwounded
Nekik: Mangled Left Upper Arm

Toltot: Right Lung/Heart Mangled, Right Eye Missing, Throat Missing
Tharnas Unwounded
Tarmid: Unwounded
Sakrith: Right Lower Arm Missing
Argonnek: Unwounded
Mamgoz: Right Upper Arm, Right Shoulder, Left Hip Mangled
Bubbles: Left Lower Leg Mangled
Kogan: Unwounded
Govos: Neck Injury/Otherwise Unwounded
Fred The Femur: Unwounded
Keshan: Left Upper Arm Mangled
Kornash: Dead
Bob: Dead
Iton: Dead
Volal Togal: Dead
Giken: Dead
Tanak Masam: Dead

So we have alot of Dwarves with Mangled parts but all our Senior Warriors are still fighting fit. I didn't list the light injuries from sparring.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **muwahahaha** on **February 26, 2010, 04:34:44 am**

Wow, that's more than half of us wounded. With 1 guaranteed death and at least 2 more probables.

Bloody art, this.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **February 26, 2010, 06:56:45 am**

Siege deaths in my Flamebanner? It's more likely than I thought.

No, seriously, since when do we have problems with enemies?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 26, 2010, 12:49:49 pm**

Since the last invasion really. The Undead have gotten tougher. Though the Senior Warriors are still demolishing everything they find...when I can get them on the field anyway.

I'm not reall sure how Toltot is surviving with no throat. I would have thought that would be near instant death.

I think The Umbral Shields will be finishing this siege, even if I have to station every member of the squad individually.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 26, 2010, 10:06:04 pm**

This could be VERY bad. I just checked the stats of the guy leading the assult against us and he is full Legendary in Armor, Shield and Wrestling...and he is carrying a Crossbow.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **February 26, 2010, 11:32:36 pm**

Quote from: thunderclan on February 26, 2010, 10:06:04 pm

This could be VERY bad. I just checked the stats of the guy leading the assult against us and he is full Legendary in Armor, Shield and Wrestling...and he is carrying a Crossbow.

...What? Since when are siege leaders that awesome?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 26, 2010, 11:35:32 pm**

Working on the battle now...May take me a while but I'm hoping to do the write-up tonight.

For now enjoy this shot of the brave Warriors defending the gates of Flamebanner:
[Spoiler](#) (click to show/hide)



(The blue guy by the water is the awesome siege leader.)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 26, 2010, 11:51:49 pm**

Quote from: hexedmagica on February 26, 2010, 11:32:36 pm

Quote from: thunderclan on February 26, 2010, 10:06:04 pm

This could be VERY bad. I just checked the stats of the guy leading the assault against us and he is full Legendary in Armor, Shield and Wrestling...and he is carrying a Crossbow.
...What? Since when are siege leaders that awesome?

Just because I was curious I looked and found that this guy is nobody in the Legends. He had 1 kill and this is his first time in Thunderclan territory...So I have no idea how he got to be so awesome, unless he has spent his entire life doing nothing but training.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 02:25:45 am**

It was pretty bad...Right now all I'll say is that our fighting force took several more losses...and that I really need to do something about that pool by the East Gate.

Also somehow Toltot is STILL alive! He has no throat for goodness sakes!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **rickvoid** on **February 27, 2010, 02:52:03 am**

Great story, just read the whole thing.

I wonder. If toltot continues to defy reality with his missing throat, if it will prevent him from eating/drinking. He may starve to death in the end, if that's the case.

Are you sure it's gone? There are two different grey colors that can show up.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 03:34:06 am**

Yes, just checked the wounds section on the Wiki and its definetly the color of lopped off.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **muwahahaha** on **February 27, 2010, 04:35:43 am**

Eating and drinking will be the least of his concerns considering dwarves cant breathe without throats.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 05:31:39 am**

11th Moonstone

As dawn broke the Warriors of The Umbral Shields strapped on their armor and slung shields onto their backs. Wok took his twin swords from the rack above his bed and slid them into their sheathes.

Gathering at the East Gate, Sir Nil ran up to the tower with his spyglass. Training the glass on the woods he could see the first Undead soldiers breaking out of the tree line. "Looks like at least a dozen Pikemen, and their leader has a crossbow." Nil called down to the others. The Deputy's face paled as a pair of heads appeared **above** the treeline. "Giants! A pair of them!" Nil shouted as he rushed down the stairs.

"The number of Pikemen they've got will be tricky for our short range weapons but the Giants are the ones we need to eliminate first. We don't have the luxury of Marksmen this time and most of our Warriors are too injured to fight so its up to the 7 of us to hold the skeletal

invaders here. Form up." Nil addressed his men as they readied their shields, newly etched with each Warriors symbol.

As the first Skeletons came into view Sir Nil turned to the gathered Warriors."No fear, Armok fights with us today and our enemies **will** fall before us." As Sir Nil raised his own shield the banner of Thunderclan gleamed across the metal. "Warriors of Thunderclan! Charge!"

Warcrys burst forth from each Warrior as they moved to engage the enemy...

A bit more then I really needed but I felt the need to make this scene stand out. Its 2:30 AM now though so you'll have to wait until morning for the battle-report.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **February 27, 2010, 11:09:54 am**

"Forth! Down fear of darkness! Arise! Arise, Riders of Théoden! Spears shall be shaken, shields shall be splintered! A sword day... a red day... and the sun rises! Ride now... Ride now... Ride! Ride for ruin and the world's ending! Death!"

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 03:14:41 pm**

11th Moonstone

Ifi Griffonbaited fired several bolts into the Dwarven line before they closed to melee range. The Giants came forward, almost crushing the skeletal soldiers under their massive feet.

The Warriors line broke as a Giant lashed out with his fists, sending Dwarven bodies flying in all directions. As they climbed to their feet the Warriors found themselves cut off and surrounded by enemies. Wok grinned as he flipped his shield onto his back and drew his second blade and charging the nearest Giant.

Catten found himself face to skull with the enemy leader and despite the fact that he was holding a hammer Catten decided to charge Ifi, tackling him before the Undead knew what was going on. The 2 of them struggled for a moment before they fell into the pond, heavy armor dragging them both down...

Sir Nil ran over to assist Speardwarf who was barely avoiding the stomping feet of a Giant while poking its toes with his spear. Digging his hammerhead into the ground Nil used the momentum to throw himself through the air, hitting the Giant in the chest and sending the large creature reeling, to tumble backwards into the pool with Nil still bashing his chest with a hammer.

Wok's foe was having trouble hitting the agile Dwarf who kept stabbing his feet and ankles with sharp bits of metal. Roaring in pain as another sword sank into his tow the Giant lashed out with his foot, sending Wok arcing through the air and into the pond with so many others. Finally free of the pest the Giant turned and fled the battlefield as fast as he could limp.

Vabok was bleeding from a series of pike induced cuts and finding it impossible to hit anything with his fists. Surrounded as he was the vetran stood no chance as several pikes punched through his iron armor and into his chest and stomach. The Undead continued to stab at the Warrior until he stopped moving. They then turned and went looking for another victim.

Ifi was dead, smashed to pieces by Catten's hammer but as the light left the skeleton's eyes Catten realized he was underwater and struck out for the surface, dropping his hammer and shield in an attempt to make himself lighter. The heavy iron plate dragged him down and the Warrior prepared himself to meet Armok as darkness clouded his vision.

Speardwarf, Tamunshin and Hawkfrost found themselves surrounded by pikes, They were quite relieved to hear a cry from the gates as Govos came into view, axe at the ready. Swining the weapon the Axedwarf launched a skeleton deep into the woods. Not to be outdone Hawkfrost deflected a pike with her shield and sent the unfortunate skeleton crashing into the walls, shattering on impact.

Govos cleaved through pike and skeleton as he made a path toward Speardwarf who was fighting a Pikemaster. He dodged to the side as Speardwarf and his foe tumbled into the water, but fell himself as he had dodged over the edge of the pond.

Seeing his friends in trouble Tamunshin jumped into the pond as well remembering as he hit the water that he didn't know how to swim. His rescue effort became a crazed fight to keep himself above water.

Sir Nil was fighting several skeletons that had ended up in the water after the Giant drowned. The water slowed his movements though and the blade of a halbeard cut through his armor, turning the water red with blood. As another blow was deflected off his shield Nil was stabbed in the back by a pike. The injured Deputy briefly broke the surface, feeling the sun on his face before he weakened from blood loss and sank beneath the water.

Speardwarf clambered up onto the edge of the pond and lay there a moment to catch his breath before turning to help Wok up while Govos dragged Tamunshin onto dry land.

After recovering their strength some the Warriors gazed around the field, the shattered skeletons and broken body of Vabok scattered across the grass...

3 more Warriors dead. I rather expected Catten to die since he wasn't that experienced but Sir Nil and Vabok are Senior Warriors, they've been fighting longer then anybody. I was actually worried that Speardwarf, Wok, Govos and Tamunshin were going to drown as well...Death by Pond!

The sad part is that Nil didn't even get any kills in his final battle. Everything drowned before it could be killed. Govos killed **11** enemies while Catten got 2 and Speardwarf and Hawkfrost each got 1

I'm sure at least one of you knows what has to be done now...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 05:45:23 pm**

The bodies of Vabok, Catten and Sir Nil had been recovered from the field and now lay before the assembled Dwarves as Fireheart stood before them.

"We have suffered a great blow today. Sir Nil and Vabok have defended us from Goblins and Undead since our first year here. Catten was a recent arrival but managed to prove himself a fierce fighter. Their names will be entered into the records so they will be remembered for as long as Flamebanner stands."

"There is other business to attend to before we mourn our fallen friends though." Fireheart continued. "Sir Nil is dead and the code states that the new Deputy must be named before midnight." The crowd quieted so they could hear Fireheart speak.

"I say these words before the body of Sir Nil, that his spirit may hear and approve my choice. Hawkfrost will be the new Deputy of Thunderclan."

Hawkfrost was briefly stunned but then pushed through the crowd of cheering Dwarves to take her place as Fireheart's second in command...

Hawkfrost, I left it open in case you wanted to add anything. Congratulations.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **muwahahaha** on **February 27, 2010, 06:55:11 pm**

Wow, half our army spent that battle in a pond.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 07:18:43 pm**

Quote from: muwahahaha on February 27, 2010, 06:55:11 pm
Wow, half our army spent that battle in a pond.

With several Undead and a Giant

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir dieselot** on **February 27, 2010, 08:05:48 pm**

I'd like to claim a weaponsmith, to help out with our soldiers.

Etest Kudar for his name (look it up).

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 08:42:19 pm**

I'll work on finding you a smith then...And I think I can manage your other request as well. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 27, 2010, 08:49:40 pm**

Barbarossa, I think you've left an impact on the fortress. I was looking at the names of the children and babies and found that 2 of them have the word Seal in their names. :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **scuba** on **February 27, 2010, 10:58:51 pm**

I would like a sword dwarf. named ascubis. male please.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **February 28, 2010, 01:33:43 am**

Wow, I never would have thunk that Nil could die. Hopefully the rest of the warriors can pick up the slack.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **February 28, 2010, 04:31:49 am**

Just kill counts for the rest of the siege as I was moving quick so I'd be able to retrieve the bodies before they rot.

Speardwarf: 14
Hawkfrost: 16

EDIT: Found a 5th squad

Speardwarf: 8 more
Hawkfrost: 8 more

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 01:54:51 am**

A new challenge arises for our badly bruised Military!!

11th Opal

Fireheart stood in the tomb of Sir Nil as others brought in the chests and armor and weapon stands to decorate the place. Gazing around at the walls the Leader saw an account of Flamebanner's founding as well as Nil's fights against Undead and Goblin forces. Statues of Dwarven soldiers in full battle armor stood guard over their Deputy's body.

The sound of the alarm bell was so loud it reached even the tombs of the fallen. Fireheart was jolted out of his thoughts as he motioned the haulers to continue their work before leaving the room.

He quickly found Hawkfrost in the gate tower, talking quietly with a panting Argonnek. "What is it?" Fireheart asked as he approached. "Surely the Undead can't have laid siege to us again so soon?"

"I'm afraid its much worse then that." Hawkfrost replied. "Argonnek here just spotted a Titan crossing our borders." Fireheart's mind

quickly went through everything he had heard of Titan's from Sarek's tales. "Where exactly?" He asked.

"The Northwest hills." Argonnek replied at once. "Hawkfrost, what do you think?"

After pausing for a moment to think the new Deputy answered. "I don't think we'd survive a battle with a Titan with our forces so depleted. My advice is to get everyone inside the fortress and seal the gates. With any luck he'll..."

"She'll." Argonnek cut in. "The Titan is a female." How can you be sure?" Hawkfrost asked. "Its pretty obvious considering she's not wearing any clothes...Probably couldn't find any that fit." The Marksdwarf answered with a grin.

"Ok, as I was saying with any luck **she'll** get bored with nothing to kill and move on. If not then we'll have bought ourselves some time to train new Warriors before we face her."

"It may be our best chance to survive." Fireheart said after a long moment. "Give the orders Hawkfrost, make sure everybody is safely inside before the gates are sealed. I don't want to leave anybody to the Titan's mercy."

We have our first Megabeast! For those of you who think Titan's aren't that tough just remember the UNDEAD have given us a major bruising. Imagine what a creature with the power of a Titan could do to us.

Also I checked Barbarossa's engravings and was pleased to find that about half of Nil's tomb showed images of either him or other Warriors killing our enemies.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 01, 2010, 02:16:41 am**

[Quote from: thunderclan on February 27, 2010, 05:45:23 pm](#)
Hawkfrost, I left it open in case you wanted to add anything. Congratulations.

Opps, I was gone for a few days.
It is a great honor, and she will serve with all her heart and soul.

I can't believe Sir Nil died, you really need to drain that pool.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 03:06:39 am**

I was working on draining it so I could retrieve Nil's body when the Titan arrived. Though it wasn't the pool that killed him, it was the bleeding to death that did it.

We may have a far more serious problem then the Titan and the weakened army soon. I discovered Skid, our Legendary Chef and Brewer in the Barracks with most of her limbs broken...and her lower body...and her head. We still have plenty of supplies though.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 01, 2010, 09:09:29 am**

is Skid still alive, like Toltot?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 01, 2010, 12:19:06 pm**

Noooooo!!!! Tanak! You were too beautiful for this world...what? I humbly request the dwarfing of Kanet, his sibling, so overcome with hate of the undead for what happend to tanak, that he joins the military to bring swift retribution on those who would attack their home. if it's possible...can he have Tanak's bow?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 01:13:52 pm**

I'm not sure if I can FIND Tanak's bow. I can't remember if it was decorated or not. I'll see what I can do though. ;D

Skid is still alive because unlike Toltot she isn't missing her throat. She is just badly broken.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 02:23:23 pm**

12th Opal

Warriors stood guard at the gates as civilians poured into the depths of Flamebanner. Hawkfrost stood on the walls with Barbarossa, checking names off a list.

Deeper in the fort Fireheart and Orwen made sure everyone made it to the gathering point, one of the new vault rooms that was still empty.

Seeing the last Dwarves safely through the gates Hawkfrost prepared to give the order to close the gates. She was dismayed to see Wok and the other gate guards heading into the Hotel instead. "Close the gates!" Hawkfrost shouted, realizing that there was no time to waste going to the Hotel.

As she and Barbarossa moved toward the stairs they could hear the creaking of the stone gears as the gates slowly fell to block the only entrance to Flamebanner.

Descending past the workshop and bedroom levels Hawkfrost reached the vault. "Its done!" Hawkfrost called through the heavy wooden door. A moment later the door flew open and Hawkfrost was nearly trampled under a wave of Dwarves...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 02:51:54 pm**

OK, I had a nice entry written up describing the situation but just lost it to a computer screw-up so I'm just going to do this the cheap way.

6 Warriors chose to stay in the Hotel. I plan to dig a tunnel between the workshop level of the fortress and the kitchen level of the Hotel to rescue them.

Nekik and Tirist were left behind in the Manor because they are wounded. A rescue effort by tunnel would likely take far too long.

I'm leaving the matter of Nekik and Tirist to you guys. I can try to tunnel over to rescue them or we can leave them to die. Tirist is our best Weaver and Nekik is a Warrior. Nekik's arm is mangled while Tirist is missing an arm.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 01, 2010, 04:41:44 pm**

All apprentice squad makes their way there, while the two who are trapped hastily try and build a wall, or tunnel, while others tunnel towards them as well.

Also: I figured you wouldn't be able to find it, so no worries! Of course... you also have the liberally applied gift of artistic license.

Edit for grammatical failure.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 07:49:00 pm**

I may have found Tanak's bow. Was melting all the weapons and armor in the armory and came across a single heavily decorated crossbow. It might not be Tanak's but it'll do

The wounded died of Thirst. Had to abandon them when the tunnel idea was wrecked due to the fact that I couldn't get inside the Manor from underground...Almost makes me regret putting stone floors in there.

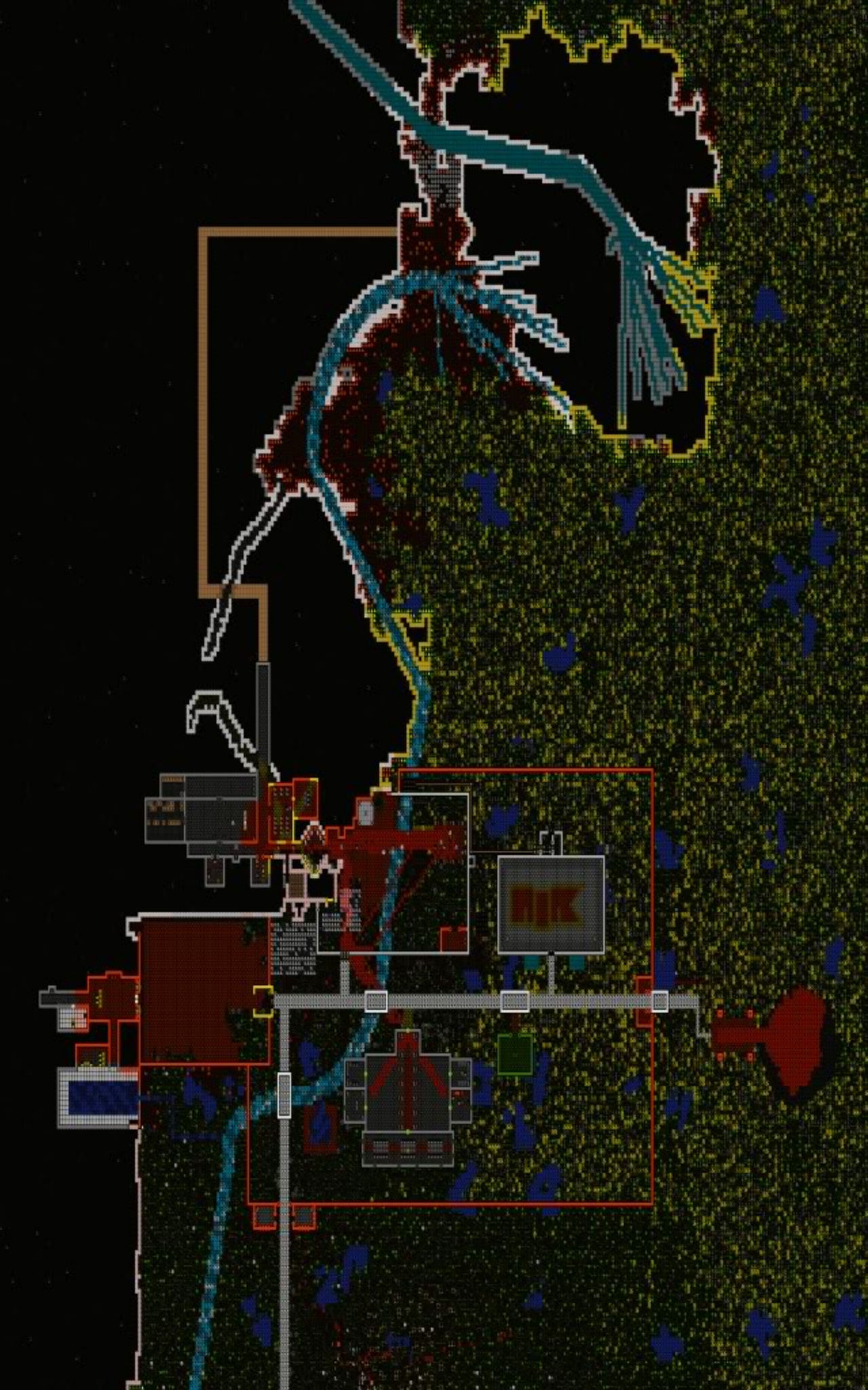
Also Dieselot I've moved our Furnace Operator Olin to Weaponsmithing and he will become your new Dwarf.

Also going to show a potential plan for Titan-Removal in a few minutes.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 08:01:38 pm**

Here is the map of our surface level showing the extent of our territory.

[Spoiler](#) (click to show/hide)



My plan is to have the Miners dig that long tunnel, channel across to the chasm (with bridge of course) then then trap the place, station every Marksman that can walk and hold a bow behind fortifications and lure the Titan in to either death or capture...If everything goes according to plan.

The place does look nice though...The best fort I've ever built. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 01, 2010, 08:49:39 pm**

Excellent...the unholy ichor of the damned will be shed to restore honor to the family line!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 01, 2010, 09:01:29 pm**

Quote from: masam on March 01, 2010, 08:49:39 pm
Excellent...the unholy ichor of the damned will be shed to restore honor to the family line!

I also decided that Tanak's brother needed an appropriate title so he is currently known as Tanak's Revenge. If you've got a preference for something else let me know and I'll change it. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 02, 2010, 01:48:10 am**

Since there have been no other ideas brought forward We'll be going through with the tunneling plan.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 02, 2010, 02:21:10 am**

The tunnel is dug, and now Barbarossa is smoothing it then the real work begins.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 02, 2010, 03:17:04 am**

Just a warning that I may not have any updates tomorrow as the computer has started shutting down every couple hours...Think it may need a good cleaning which has to wait until morning.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 02, 2010, 04:11:55 pm**

Cleaning is done...Now I wait to see if it helped anything. With any luck I'll have an update ready today.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 02, 2010, 08:31:00 pm**

Good luck not crashing!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 03, 2010, 04:55:09 am**

Recipe for Possible FUN:

Large numbers of Dwarves
1 powerful Titan
A bunch of Goblins
Very few Warriors

Yes, the Goblins just ambushed us. Might be fun to watch them fight the Titan. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 03, 2010, 04:44:45 pm**

Right after I get a new dwarf...Yep i can see it now. Death by kanet being outside, and the titan kicks a goblin into him, which sends them both off a nearby cliff, into water somehow, where a carp leaps up to grab them both, and knocks all three onto dry land, where a group of macaques starts mauling Kanet, the goblin, and the fish, then in an effort to defeat the remaining goblins and titan, you flood the field with magma to kill them, and cover, the titan, the goblins, the macaques, the goblin, the carp, and Kanet in melted rock which hardens into obsidian, and is then broken by a herd of elephants coming and trampling the area, carrying the obsidian forms of the macaques, the goblin, Kanet, and the carp, and the titan (who was in the way of the gates) back into the fortress as the other dwarfs come out to celebrate and gather stuff, running amok and harming no one else, they make their way all the way down into the mines, where a miner breaks into some HFS, and instead of being released, the demons are pushed back by the elephant herd, with the macaques, the goblin, Kanet, the carp, and the titan being used as a battering ram, and as the last elephant disappears into the hellish underworld to do battle with the fiery ones and maul kanet while he suffers an eternity of melting and burning and macaques, and demons, and carp, and a titan, and a goblin, and no alcohol, the lucky miner steps back and walls up the hole with a warning written on it, and wanders off to get a drink.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 03, 2010, 06:10:48 pm**

...If that actually happened I think it would be a Boatmurdered Class event.

But since we're missing most of the pieces of that puzzle I don't think we'll ever see it happen.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **rickvoid** on **March 03, 2010, 06:41:03 pm**

...

And this, children, is why cocaine is bad.

O_o

:D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 03, 2010, 08:05:52 pm**

I think the game **hates** me.

A second Titan just arrived and I'm still working on the Killing Hall. Meanwhile the first Titan is standing around while the Goblins stumble into cage traps.

I think if I can't get our defenses in working order by the Summer (in-game Summer. Not real life Summer) then I'm just going to set the Warriors loose on them all and hope that at least a few survive without massive injury.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 03, 2010, 08:37:51 pm**

Quote from: thunderclan on March 03, 2010, 06:10:48 pm
But since we're missing most of the pieces of that puzzle I don't think we'll ever see it happen.
Which is why it would happen. the sheer impossibility of it loops around a few times and returns to the realm of possible.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 03, 2010, 09:03:13 pm**

I merely hope that Speardwarf is prepare to go Ironblood and beat down a Titan alone.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 03, 2010, 09:31:10 pm**

17th Granite

"Come in." Fireheart said as a knock sounded at his office door. Hawkfrost stepped in, a chunk of stone in her hands. "I though you'd want to know that things are getting crazy outside our walls." The Deputy said.

"Crazier then being trapped within our walls by a Titan with half our forces injured?" Fireheart replied.

"Afraid so. The reports our broken as the lookouts can only see so much from the tower. But its enough."

"A second Titan has arrived in the South and was last seen chasing an Elven Diplomat through the hills. Goblin raiders have appeared on the Northern and Southern borders. The Northern group has been cut in half by our traps while the Southern force is busy tearing apart the Elven Caravan." Hawkfrost reported.

"The loss of their caravan and Diplomat won't make the Elves very happy but I spoke with Wok earlier and we're still in no condition to fight. We'll be having another Apprentice Ceremony soon and with luck by Summer our forces will be strong enough to fight." Fireheart said after several moments.

"Also, the Furnace Operator Olin created a pick-axe he calls Islandcall." Hawkfrost added as she headed for the door.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 03, 2010, 10:29:26 pm**

We'll be needing a legendary miner to wield that pick in battle.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 03, 2010, 10:48:35 pm**

And currently our only Legendary Miner is Fireheart.

Also the Goblins are pretty much done I think. The 2 Titans each completely demolished a raiding party...and it was quite entertaining to watch ;D

Also the Elves were destroyed (mostly torn limb from limb actually) by the remaining squad of Goblin Swordsmen and Wrestlers.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 05, 2010, 10:14:16 pm**

Tol Wonderscribes is dead!!

The Warrior who killed him is still alive...Though they did spend a lot of time being tossed around the confined Hallway.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **March 06, 2010, 09:06:18 pm**

Just read through this thing.
Awesome.
Requesting a...
hm...
a Longsword dwarf.
Derek Hellbringer if possible.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 06, 2010, 10:13:31 pm**

4th Slate

The place that had become known as the Hall of Death was bustling with Dwarves. Mechanics put together the intricate mechanisms that would power traps while Engravers carved fortifications into the walls and others filled the storeroom with bolts carved from the bones of fallen Undead soldiers.

Kanet and Argonnek paced impatiently along the firing corridor while Speardwarf kept watch on the path between the Hall and the Fortress, watching as the second Titan tossed the Elven Diplomat around.

The place was so busy that no one paid attention to the young Miner weaving through toward the sand that still blocked the entrance.

He was hard to miss as he ran back, screaming as the other workers turned to watch...as the Tol Wonderscribes squeezed her massive bulk through the entrance. Terror overwhelmed worker and Warrior alike as the massive creature stomped along the hall.

Gears and spikes clattered to the floor as the Mechanics fled, sweeping Speardwarf along with them.

Kanet and Argonnek readied their bows and took aim, waiting for the Titan to get within range. They didn't expect her to stop, turn around and leave, as Oso Focusplans arrived.

Oso charged headlong at the Marksmen, hitting the tripwires and releasing several large rocks. Raising his fist Oso smashed aside the falling stone.The Warriors had to dive aside to avoid the rocks that crashed through the fortifications.

Running out of the firing corridor Kanet had time to launch a single bolt before Oso stepped on a switch in the floor and was caught unaware by the cage dropping from the ceiling.

Argonnek joined his fellow Marksman and they watched the Titan bang uselessly on the bars. They kept their bows ready though and it was a good thing as Tol reappeared in the hall. As she approached the caged Oso she stepped back and leapt over the trapped creature, smacking Kanet into the wall as she landed.

Argonnek opened fire before the Titan could turn, his bolts biting into Tol's legs but not slowing her down.

Shaking his head to clear it Kanet joined the fight, hands becoming a blur as he snapped bolts into place and fired. One lucky shot took out an eye and the half-blind Titan lashed out, knocking the Dwarves back.

The sound of metal on stone announced the arrival of reinforcements. Turning Argonnek frowned in disgust as Toltot appeared through the doorway, drew his weapon and fell over uncouncious from blood loss.

Pulling the last of his bolts out he fired them into Tol's hip before running forward and driving the spike on his bow into the Titan's foot.

Yelling in pain from the dozens of bolts stuck in her hide Tol went crazy, grabbing the nearest thing, which happened to be Kanet and tossing him about the room. Argonnek had to give his friend credit though. Kanet never stopped firing his bow.

After a while Tol finally started to show signs of injury. Trails of blood ran from the countless wounds the bolts had inflicted as the Titan staggered an fell to the ground.

Pulling his brother's dagger from his belt Kanet moved cautiously forward and drove the blade deep into the Titan's skull, freeing her from the pain.

Wiping the blade off on his leggings Kanet turned and saw a Dwarf in a fancy embroidered robe writing furiously in a notebook. "Who are you?" Argonnek asked as he approached the Dwarf.

Looking up the Dwarf stowed the notebook in his robe and stood. "Zoden Atticgrooves, Philosopher, at your service. And I have to say that your fight with that beast will make an excellent addition to my collection."

"Collection?" Kanet replied, not entirely sure what to think of this Dwarf, who seemed to be yet another Noble who would make stupid demands while good Dwarves died.

"I am a scholar, I've collected books and stories from across the world. I'm proud to say I've even found volumes of Elven and Goblin design."

"I find it hard to believe that a Goblin would know what to do with a book or that Elves would even make them but you're here so you might as well come meet Fireheart." Argonnek said, turning to lead the way through the Hall.

And now we have a Philosopher. Kanet killed Tol Wonderscribes and IF I can make it work I'm going to have the skull made into a totem and place it in Kanet's room as a trophy...Might do that with Wok to if it works out.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 07, 2010, 04:21:05 pm**

The Humans and Goblins arrived at the same time. Hoping the Humans make it through so I can dump the dead Elves junk on them.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 07, 2010, 08:49:04 pm**

12th Hematite

Moving through the bushes near the Eastern border Hawkfrost watched the Goblin invaders. Lashers made up the bulk of the group while a bowman and several wrestlers stalked nearby.

Pausing only to explain the situation to her new Apprentice Shorast the Deputy drew her battle-axe, which she had carefully cleaned and polished after it was retrieved from the pool she took a dip with the Undead in.

Leaping out of the bushes Hawkfrost's charge was stopped in its tracks by several whips that wrapped around her weapon arm and legs, sending her tumbling to the ground as the Bowman opened fire and the Wrestlers moved forward.

Using the sharp spikes on her shield the Deputy snapped the whip of the nearest Goblin and removed his head with a swing of her freed weapon arm.

Wading deeper into the enemy soldiers Hawkfrost quickly realized that the odds were against her. It was 10 against 1 and she was so busy parrying blows and dodging whips that she couldn't make even a scratch to the remaining Goblins.

The sound of Shorast's wacry claimed the attention of several Lashers and allowed Hawkfrost a small breather. Gripping her axe tightly she turned to aid her young student and was asounded to see Shorast surrounded by several Goblin bodies and choking the life out of the last of the invaders.

After praising the young Dwarf on such an impressive victory the duo headed back to the fortress to report to Fireheart, picking up the scared Human Guild Representative along the way.

I am VERY impressed. Hawkfrost, a skilled, armored and weaponed Warrior got a single kill (and went into a trance). Shorast, an untrained, unarmored, weaponless Peasant scored **10** kills.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 07, 2010, 09:12:28 pm**

I hadn't planned to use the ceremony but after seeing the results of the fight it just seemed appropriate. So (with some changes) I give you the Warrior Ceremony:

12th Hematite

The Dwarves of Flamebanner were gathered in the courtyard, talking among themselves. They didn't have any clue what was happening but they knew it had to be big. Fireheart's appearance silenced the crowd. Hawkfrost and Shorast appeared beside him.

"It is rare for an Apprentice to prove himself so quickly on the battlefield. It is rarer still for one to do so before they have recieved any training and still return unharmed."

"Due to the victory Shorast made today against the Goblin menace we have decided to make him a Warrior."

"I, Fireheart, Leader of Thunderclan, call upon our ancestors to look down upon this Apprentice. Shorast, do you promise to uphold the code and to protect and defend this Clan, even at the cost of your life?"

"I do" Shorast replied instantly.

"Then I give you your Warrior name. Shorast, from this moment you will be known as Derek "Hellbringer" Cosmosirons, The Fenced Stigma of Jades. We honor your bravery and courage and welcome you as a Warrior of Thunderclan."

Amid the crowd that charged forward to congratulate Derek Hawkfrost appeared at his side. "Make sure to see Sarek later, you'll need a weapon, shield and armor before your first sparring session."

As the new Warrior nodded Hawkfrost moved toward the tables of food and drink Skid's assistants had set out...

We have a new Warrior with a full title after a single battle. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **March 07, 2010, 09:13:50 pm**

HELL

YES.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 07, 2010, 09:30:37 pm**

I must say, that dwarf is pretty hardcore to take an entire patrol by himself unarmed and unarmored.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **March 07, 2010, 09:31:50 pm**

AND THAT IS WHY I CLAIMED HIM.
HIS BADASSERY PENETRATES THE FOURTH WALL.
AM I USING TOO MANY CAPITAL LETTERS?
FIND OUT NEXT TIME ON FLAMEBANNER!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **rickvoid** on **March 07, 2010, 10:38:03 pm**

So did toltot finally die in this update?

I'm only asking because no one else has mentioned it.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 07, 2010, 11:07:08 pm**

No, Somehow she is STILL alive. Considering that several squads of Undead warriors arrived right on the Goblin's heels (with crossbows) she might finally find a death in battle.

So many Warriors are injured that the only ones that will probably show up to fight are Hawkfrost, Derek, Kanet, Argonnek and Speardwarf...Toltot will probably show but faint right away.

At least we have some back-up from the Human soldiers for the moment. Might have to see about recruiting them if things go poorly...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 08, 2010, 12:21:43 am**

I am amazed every day that Speardwarf has not had the same fate as all my other characters.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 08, 2010, 11:24:54 pm**

12th Hematite

The scouts Hawkfrost had sent out after the invasion alarm was sounded had finally returned. Having borrowed Fireheart's map of the territory the scouts gathered around the Deputy to report their findings.

Speardwarf spoke up first. "The Undead have 2 squads on the Western border. I managed to idenify the leaders as the Hammerman Smuksum Greatstalker and Axeman Thram Ceilingdwell. They're leading forces of Pikemen, Wrestlers and Lashers. The good news is that they're more or less trapped above the digsite."

Pointing to a spot on the Northern border Govos began his report. "The Northern squad is made up largely of Crossbowmen with a few Wrestlers for protection. They are being lead by the Spearman Subil Acedipped. The crossbows may give us some trouble but the height changes in that area should give us an advantage."

"I guess I'm the bearer of bad news then." Tharnas said. "The Eastern border has the 2 squads on it. The first is a force of pikes and Wrestlers led by Pikeman Adet Smithmystery."

"And the second?" Hawkfrost prompted as Tharnas fell silent.

"...The second squad is flying the banner of Bonun Confineblister. He's leading this siege." Tharnas said finally. All of them were stunned by the news. Bonun Confineblister was a feared name among Dwarves, Elves and Humans. He was notorius for his cruelty and the skill with which he wielded his massive sword.

Hawkfrost remembered the reports of messengers who had escaped Bonun's forces. Towns left in ruins, Elven retreats burned to ashes as their inhabitants tried to save their trees...Even the Dwarves had been forced to abandon several of the more remote outposts and mines.

"How bad is it?" Hawkfrost asked with a sigh. "I managed to get a headcount." Tharnas said. "5 Wrestlers, 3 Hammermen, 3 Tigers and 2 Trolls with hammers." Tigers and Trolls? They should be easy enough to kill." Govos said. "The Tigers and Trolls are as Undead as the rest of the soldiers. Bone and claw and large hammers." Tharnas replied.

"We can't allow Bonun to reach the fortress." Hawkfrost said after taking a few moments to think. "We'll focus **all** our strength on Bonun."

"Speardwarf! Get every Warrior that can fight to the Eastern border. We'll need every Dwarf we can get..."

Another utterly awesome siege leader. Should prove an interesting battle...Since some of our Warriors are still out of action, including Wok. The good news though is that Arzez finally recovered so he will be joining the fight.

Something interesting I noticed is that we have a growing number of Heirloom items in this fort.
To avoid confusion I'm talking about Kornash's Sword, Tanak Masam's Crossbow, Bob's Mace, Sir Nil's Hammer and one of Iton's Gauntlets.

I'm thinking I might try to work that into the fabric of the story...Somehow.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 08, 2010, 11:44:37 pm**

Maybe my spear will grow up to become a messiah-piercer.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 08, 2010, 11:47:45 pm**

I am getting a feeling that a veteran is going to die to that guy.
A very big feeling.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 09, 2010, 03:27:00 am**

ya might wanna start building defensive hallways into your base. something like this:

```
SSS
xxx
xxx
xxx
xxx
xxx
xxx
xxx
xxxxxxxxxxxx
xxxxxxxxxxxx
fff
bbb
bbb
  bbb
```

x is hallway/dug out space, s is stairs coming in, f is fortifications ans each row of b's is a ballistae.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 09, 2010, 04:16:18 pm**

Quote from: Hawkfrost on March 08, 2010, 11:47:45 pm

I am getting a feeling that a veteran is going to die to that guy.
A very big feeling.

And you would be right. A veteran died but you have to wait until I write the report to find out who. A second Dwarf also died and Toltot somehow managed to make an awesome showing for a Dwarf with no throat...

I took a moment to count our Warriors both living and dead:

We have 16 Warriors and Apprentices living
Of the living 7 are too injured to fight (either arm or leg injuries: mostly mangles, a broken leg and a missing arm.)
12 Have died to protect the Clan.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 09, 2010, 09:55:17 pm**

12th Hematite

Bonun's forces were ready and waiting as the Warriors, led by Hawkfrost charged them. With a unexpected roar from something so bony one of the Tigers leapt and crashed into the Thunderclan Deputy, teeth clamping down on her arm. Hawkfrost brought her axe around to crash against the creature's side as a second Tiger started chewing on her leg.

Nearby, Fred was swinging his club against a Troll's leg, trying to bring the oversized beast down. Ducking under a swing from the Troll's massive hammer that would have taken his head clean off the Dwarven Warrior grabbed hold of the creature's leg and started climbing.

Arzez and Derek were fighting back to back against the squad led by Smithmystery which had moved down to aid Bonun's own forces. Arzez's sword cleaved through armor and bone, the Warrior thrilled to be back in battle and eager to turn some skeletons to dust.

A large number of bones already lay scattered from those that had fallen before Arzez's blade. Derek, having not had the time to see Sarek about his equipment was beating a Wrestler with his bare hands, snapping bones with every hit until he was able to reach the skeleton's skull and remove it, crushing it to dust.

Adet was furious at the weakness of his soldiers and lashed out at Derek with his pike. The Warrior braced himself for the pain that was

coming but before the pike struck nm it was knocked aside by a spear. Derek looked on in amazement as Toltot, blood trickling from the spot where her throat should have been impaled the Undead captain's skull on her spear.

The swinging of a Troll's hammer caught all three off guard though and the air was filled with flying Dwarf and bone for a few moments.

Sitting up, rubbing her head where it had smacked into a rock Toltot rose unstedily to her feet only to be stabbed through the stomach by a Pikeman. Forcing herself forward she came within range and sliced the sharp tip of her spear through the invader's weapon arm as a Tiger sent her sprawling to the ground once more, uncouncious from a combination of the impact and the extra blood loss so she at least wasn't awake as the Tiger started chewing happily on her limbs.

After a hard climb up the side of a moving Troll Fred perched on its shoulder and bashed his club repeatedly against its thick skull. As the tiny cracks widened, the magic that brought the creatures to life seeped out. As the weakened Troll used its hammer as a crutch Fred pulled back once more and threw all his strength into one final swing. An unearthly shriek filled the air as the metal crashed through the bone, leaving a gaping hole.

Fred was unprepared for the wild movements of the creature and losing his balance, was thrown from his perch. Unfortunately he landed before several Pikemen who swarmed him before he could regain his breath...

Hawkfrost had managed to remove the Tigers both from her limbs and from Thunderclan territory. Seeing Bonun directing his forces nearby the Deputy weaved through the field towards him.

As the skeletal soldier turned toward her Hawkfrost could see the glimmer of intelligence in his dead eyes as he drew his massive sword from its place on his back and charged...

Ducking behind her shield Hawkfrost avoided the blade but was driven back by the strength behind it. Popping out from behind the shield Hawkfrost swung her axe at Bonun's legs. With a squeal the axehead scratched along Bonun's greaves. The massive sword came arcing through the air again and Hawkfrost just managed to roll clear before the metal blade cut deeply into the earth.

Taking advantage of Bonun's attempts to free his weapon from the ground Hawkfrost swung for his shoulder and heard a delightful crunch as the iron covering the shoulder buckled and split.

Bonun's next swing came fast and smashed into the Deputy's leg before she could react. Wincing as the armor broke and the sword bit deep into her left leg Hawkfrost struck back with her own swing which Bonun parried after removing the weapon from her leg.

Unexpectedly Bonun stepped right into Hawkfrost's next attack, falling to the ground with a huge dent in his breastplate. Gripping Flamequill's handle with both hands she raised the axe over her head for the killing blow...Only to be knocked aside by the skeleton's leg as he rose to his feet once more.

Flamequill blocked the next kick, shearing off several toes. The axe took on an odd glow as Hawkfrost was forced to give ground as she was beaten back by Bonun.

Risking a quick glance around as she ducked behind her shield Hawkfrost saw her forces being overwhelmed by the Undead's superior numbers. Arzez and Derek were sprawled nearby while a Tiger chewed on another Dwarf that she couldn't identify.

With a roar Hawkfrost smashed her shield into Bonun's face, sending him staggering back as she swung her weapon, adding another dent to the skeleton's armor. Bonun seemed to have learned her plans now and as the Deputy ducked once more behind her shield Bonun drew back his blade and as she returned to the attack Bonun swung, the blade cutting the air as Bonun stepped forward.

The fast-moving blade had already done its job before the Dwarf could react. Crying out in pain as her shield clattered to the ground, hand and all she barely managed to deflect the next swing with her axe.

The blood flowing from her arm slowed her though and sure enough several blows later Bonun got another good blow in. Hawkfrost stumbled as she backed away but managed to keep her balance. Realizing the foe Thunderclan faced Hawkfrost turned. "**FALL BACK! BACK TO THE GA...**" The Deputy's words were lost as the blade of Bonun Confineblister broke through her armor and cut deeply into her back. Blood pooled on the ground as Bonun withdrew his weapon from the Warrior and stalked off to find someone else to kill.

As she sank to the ground, darkness clouding her vision Hawkfrost found her mind turning to those closest to her. Mothwing would be heartbroken when she heard the news but the dying Deputy knew she wouldn't let the grief keep her from her duties as Medicinedwarf. As those thoughts faded she found herself thinking of her lost Lover for the first time in many seasons. At least she would get to see Plank again...

Govos was at Hawkfrost's side as she drew her last breath and felt the sudden breeze as her spirit passed...

OK, that took quite a while to write so you'll have to wait a bit for the next part.

Fred The Femur and Hawkfrost were lost in this battle though. We're going to need to name another Deputy now and I'm running out of good canidates. Most of the Warriors die before they become eligible for the honor. I've considered the remaining eligible Dwarves and know who it will be though.

Hawkfrost, feel free to claim another Dwarf, We've still got some peasants I haven't drafted yet and like 30 children and babies.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **March 09, 2010, 10:04:25 pm**

Quote
Derek, having not had the time to see Sarek about his equipment was beating a Wrestler with his bare hands, snapping bones with every hit until he was able to reach the skeleton's skull and remove it, crushing it to dust.



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 09, 2010, 10:39:11 pm**

AHAHAHAHAHAA, I KNEW IT.
I KNEW Hawkfrost would be killed, and killed by that one guy too.

...Alright, can I have a new female axedwarf named Sable?
Hopefully you can even give her Flamequill.

It would be nice if she was a friend of Hawkfrost or Mothwing.
My background ideas would be that she was an admirer of Hawkfrost, and wishes to be like her and become Deputy, serve the Clan, and become a famous warrior.
Sable has a fascination with black bronze and possesses a morbid sense of humor, which she often uses in inappropriate times.

Of course, chances are that she won't live long enough for background fluff to matter, so cheeyah.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 09, 2010, 11:42:08 pm**

12th Hematite

Rising from his spot beside Hawkfrost's body Govos noticed Flamequill still faintly glowing in a pool of the Deputy's blood. Sling his own axe onto his back the Warrior picked up Flamequill and scanned the field in search of Bonun.

His eyes narrowed as he spotted the skeleton beating on Toltot who despite the multitude of injuries was still alive. Govos didn't notice as Flamequill's glow intensified. As the Warrior fell deeper into the trance the glow raced from the axe up his arms until finally his eyes glowed red. The only thought on his mind now was exacting revenge on the bastard who had killed his friend and Deputy.

With a roar worthy of the most legendary Warriors Govos dashed across the field, smashing aside everything in his path. Bonun turned away from the heavily bleeding Toltot and raised his blade, seemingly unconcerned about the crazed Dwarf coming at him.

Coming within range Govos anticipated and rolled under Bonun's sword as it split the air above him. Swinging the axe against the Undead's armor the iron hissed as it melted. Melting armor didn't stop the unfeeling skeleton who kept swinging his sword at the incredibly agile Warrior.

Tiny wisps of smoke began to curl up from Govos's beard as he dove away from another sword swing by going between the skeleton's legs. Rising he smashed Flamequill into Bonun's back. That was the last straw for whatever had possessed Govos as flames burst to life along the edge of Flamequill's blade.

As the axe bit into the Undead Swordsman's back the flames seared the bone, turning it black as they raced along the skeleton's armored limbs. Bonun fell to the ground, armor melted into a useless mass of iron.

The flames slowly died back into the axe as the glow dimmed...As the trance left him Govos became aware of a burning sensation and with a scream dropped Flamequill and blew on his burned hand.

As Govos approached Arzez who had regained counciousness and was pulling pikes out of Fred's body Tharnas noticed a movement on the field. lowering his spear he charged, tearing the charred skull from the neck of Bonun Confineblister as the Swordsman tried to rise to his feet. After smashing his shield into Bonun a few times to be sure he was dead this time Tharnas joined the others by Hawkfrost's corpse...

Bonun Confineblister: DEAD!
I think Toltot might finally die...Because if she survives this then she is without a doubt the toughest Dwarf EVER. Almost every part of her is mangled. She managed to score 10 kills though.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 10, 2010, 12:32:03 am**

Just a heads-up that I'm taking a break as I've recieved a new prophecy finally: **After the sharp-eyed jay and the roaring lion, peace will come on dove's gentle wing.**

I'll still be playing the game I just won't be writing new updates until I finish the book.

Feel free to request more Dwarves if you want. We've got PLENTY of Dwarves left to be claimed. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 10, 2010, 12:49:39 am**

could I get a mechanic/siege engineer/siege operator named gizmo?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 10, 2010, 01:03:39 am**

So, that leaves Speardwarf as the most senior non-Wok Warrior. I think we're going to need a LOT of Lukes for this Obi-Wan.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 10, 2010, 10:47:16 pm**

OK...That was quick...Hardly even worth calling a break :)

Small new update soon...No more fighting yet as more important things must be done before we can continue the battles.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 10, 2010, 11:57:20 pm**

12th Hematite

The Dwarves of Flamebanner were silent as the body of Hawkfrost was carried in by Arzez and Derek. As the remains of the Thunderclan Deputy was laid out Fireheart stood to speak.

"Our enemies grow ever stronger and our Warriors are all that stand against the varied creatures who would see us destroyed. Hawkfrost gave her life to protect the Clan from the cruelty of Bonun Confineblister and she will be remembered for her skill and loyalty."

"With Hawkfrost gone the time has come all too soon to name a new Deputy." Fireheart paused for a moment before continuing.

"I say these words before the body of Hawkfrost, that her spirit may hear and approve my choice. Speardwarf will be the new Deputy of Thunderclan!"

Cheers broke out as Speardwarf stepped up to take his place beside Fireheart...

Barbarossa, if you want to add an entry of your own then do it in the next few hours. Congratulations :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 11, 2010, 12:24:53 am**

"I'm not much for speeches, but here's what we need. We need young blood to help drive off the bloodless! We need sharp swords to become the bane of bone! We need the Fires of Fury to produce an arsenal of a caliber never before seen upon this great World! I ask you, good citizens, to take up the sword! If you can not, at least aid those who would!

Do not regress into the shadows if blood makes you queasy. I can assure you it won't be much of an issue."

Hopefully we can get 10-20 more fighters to drive off this threat. I'm thinking we need full-on WW2 factory production, and the army to use it.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 11, 2010, 03:16:53 am**

As the new Deputy finished his speech several Dwarves were pushing their way through the crowd toward Barbarossa who, as usual had a tablet ready to take down the names of the new volunteers.

It was several minutes before Barbarossa handed the tablet over to Fireheart.

"It seems that we have some new Apprentices to name. Might as well do it now since we're all here." Fireheart directed the Dwarves up onto the stage.

"I, Fireheart, Leader of Thunderclan, call upon our ancestors to look down upon these Apprentices. Do you promise to uphold the Code and to protect and defend this Clan, even at the cost of your lives?"

"I do." Each Dwarf replied.

"Then I give you your Warrior names. Sigun, from this moment you will be known as Lorsith Acedoors."

"Ushat, you will be known as Osod Ugog Lancejewels."

"Tun, you will be known as Gumar Ast Kinglabors."

"Urdim, you will be known as Kodor Longfenced."

"Sakzul, you will be known as Mingkil Claspgilded."

"Obok, you will be known as Soshosh Shipinked."

"Cilob, you will be known as Stesok Bowtheaters."

"Meng, you will be known as Otil Kurel Shootcats."

"Thob, you will be known as Sable Findersaxes."

As the last Dwarf was named the crowd broke into cheers for their friends and loved ones.

9 new Apprentices. Gizmo is in as well

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 11, 2010, 03:55:55 am**

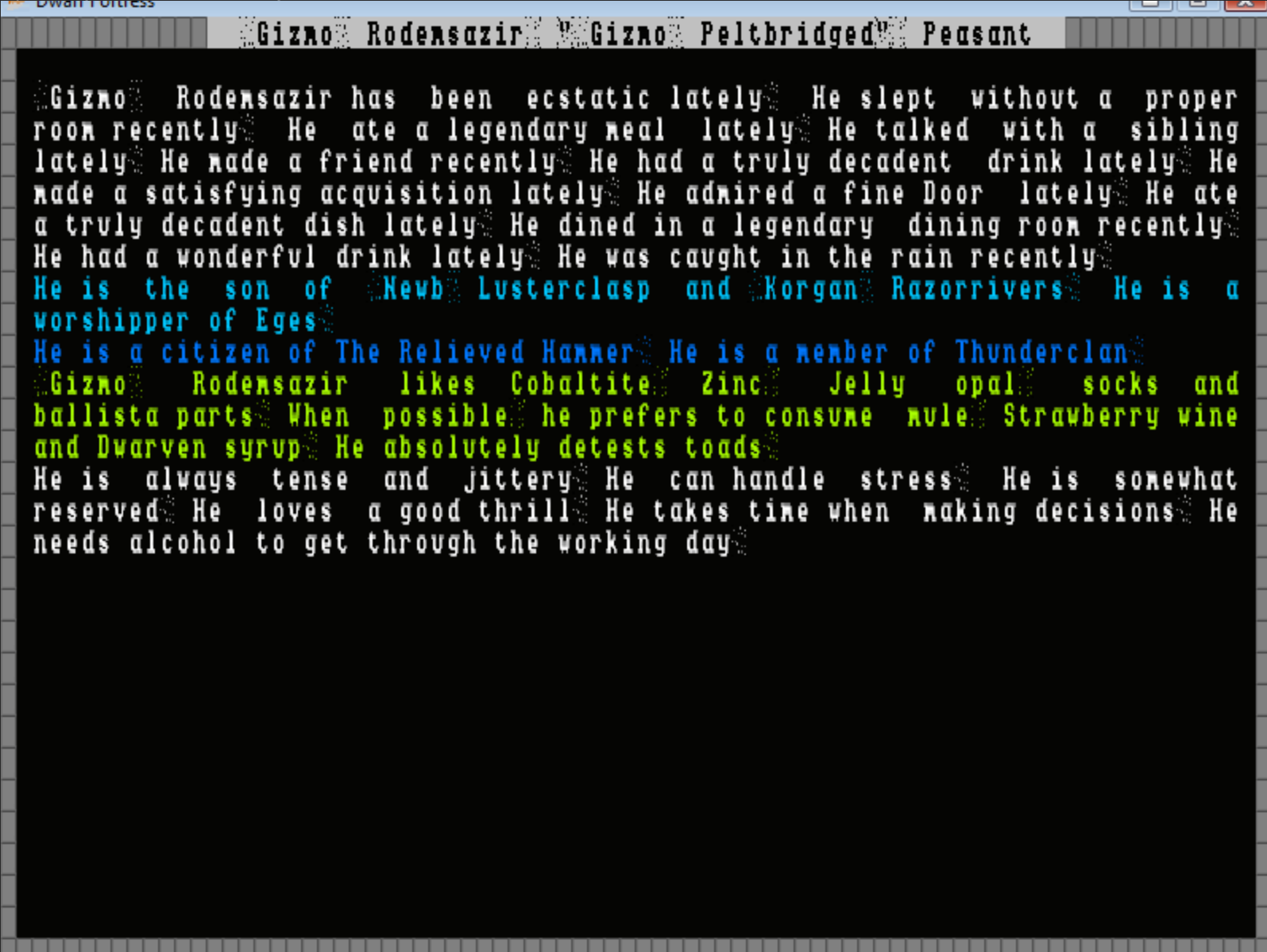
heh nice. can I get a shot of his/her thoughts and preferences?

"as all-around tinkerer, I promise to fill our grand halls with massive overly complicated deathtraps"
-Gizmo

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 11, 2010, 04:57:04 am**

Here you go :)

Spoiler (click to show/hide)



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 11, 2010, 06:38:40 am**

Good thing I like ballista parts, I'm gunna be seeing a lot of them! BLOOD FOR THE BLOOD GOD and all that.

seems I'm also quite happy. Not that that's hard, when your favorite food is mule. maybe I'll start keeping a diary...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir diesalot** on **March 11, 2010, 12:33:55 pm**

Woohoo perfect opportunity for my new dwarf and his "specialness".

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 11, 2010, 06:30:06 pm**

DIARY OF GIZMO, NUTTY DWARF FINKERER ARTIFICER

(for best effect, read it reeaaaaallly fast)

1st day:

OH CARP! Fireheart saw me fiddling with the catapults, or thinks he did, really I was taking a nap so I didn't have to carry more random shit around this freaking place, I hate carrying, It's such an elf job, but anyway he saw me, and so I pretended to work 'cause I didn't want to be the sacrificial dwarf that digs out the last tile before flooding the tunnel with magma, but then he thought I was interested in machines so now I'm a mechanic...I need some wine...

2nd day: huh, this isn't so bad, I mean I don't know what the hell I'm doing but the other dwarves are showing me what to do, and I never thought a series of gears and axles could be so fascinating, I was watching and they turn and turn and turn and turn...

Oh, some random dwarves got..."recruited" today. If I didn't have this job I might have been one of them, so I guess that's another good thing, especially since our champions have been dieing off quite fast lately, those undead are hard to kill, probably because they are already dead. I heard Speardwarf talking to some of the new recruits, telling them it's better to smash the undead... wonder why they don't use more catapults and traps...maybe there's something wrong with the catapults we have-I'll check it out later. right now I'm going to see if we have any wine, and go look at those gears again.

(the next few pages are covered with doodles of gears, lists of machine components, schematics for a machine that knits socks, and a stick figure of a dwarf carrying a giant crossbow, all interspersed with mysterious red stains that smell of strawberries.)

[Spoiler](#) (click to show/hide)
EDITED: THERE IS NO HAMMERER.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 11, 2010, 08:48:43 pm**

I just realized that Speardwarf has spent his recent months *stabbing* skeletons apart.

But yeah, we need slashers and smashers for bone chopping and breaking.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 11, 2010, 09:18:20 pm**

There is indeed a problem with the catapults we have...Thy're USELESS. They were built before the aboveground buildings so now we have a catapult that will fire maybe 2 feet before it hits a wall and the other would fire right into Mansionbrimmed Manor.

I'm working on plans for several Ballista to be added to the outer walls...possibly a few catapults as well.

Also Phil, one small detail you may want to remember for future diary reference: The Hammerer is useless here...no actual power to do anything since we have no guard captain and no plans to appoint one since the Deputy takes care of those duties...without the unwanted killing of innocent workers.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 11, 2010, 11:56:43 pm**

hmmm, good point...also, do we even HAVE strawberries? I assumed we did...maybe an edit is called for

as an aside, I'm trying to convey Gizmo's...jumpyness by writing REALLLY long sentences with commas instead of periods. Is it working, or is it just annoying as hell?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 11, 2010, 11:59:54 pm**

No strawberries but we do have some barrels of strawberry wine somewhere in the storeroom...

I'd say the jumpiness works. Up to you whether to keep doing it though.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 12, 2010, 12:05:10 am**

I figure unless someone objects I'll stick with it. I started it because it says he is tense and jittery in his profile. Same reason he's drinking strawberry wine, and also probably why that machine in his journal knits socks

[Spoiler](#) (click to show/hide)
or he's just insane. whatever.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 13, 2010, 03:29:19 am**

Things are going well, Siege is lifted and the less used workshops have been dusted out. Planning to have an update in the morning, though it may be pushed to later in the day.

Also saw something that I NEVER would have expected from the Undead.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir dieselot** on **March 13, 2010, 07:09:35 am**

Did they run away like the bony wimps they are?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 13, 2010, 09:21:23 am**

I bet they had children.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 13, 2010, 05:02:21 pm**

13th Hematite

The Undead never knew what hit them as Warriors and Apprentices alike fell on them, crushing skulls and cutting away limbs. The range of the skeletal crossbowmen was useless against the ambush that allowed Arzez, Govos and a single Apprentice to wipe them out.

Speardwarf managed to single-handedly hold back a force of Wrestlers and Lashers attacking the quarry until Govos arrived with several Apprentices to finish the job.

With the majority of the enemy forces destroyed Speardwarf led a squad to remove the final enemy squad on the Northwestern border...But as they came within sight the only thing they saw was the last few invaders guarding the enemies retreat before vanishing over the border themselves.

16th Hematite

The meeting halls were nearly empty aside from the Nobles drinking wine and complaining that their rooms weren't impressive enough. The working Dwarves of Flamebanner were spread across the territory as they worked to refortify their home.

Large groups hauled the corpses and equipment left from past fights back to be either traded or melted down for the metal while Fireheart led the mining team as they contined to quarry stone and gems.

The Siege Engineers Hexed and Gizmo had cleared out all the dust and old tools from the siege workshop and were now stedily churning out massive wooden bolts that would be used with the soon to be built ballista emplacements. The work of carving the bolts went quickly and soon bolts were piled against the walls of the workshop.

Deeper in the fortress Sarek and his metalworkers stoked up the magma-powered forges and furnaces to create weapons and armor for the new soldiers. Sarek was pleased with his team, especially with the newest member, his grandson Etest Kudar.

20th Hematite

Newb had finally found the time to meet with Conar, the head of the Human's merchant caravan. The Humans had come through, bringing many bars of metal and bins of jaguar and leopard leather. Once the merchants had loaded several dozen bins of totems and useless clothing the Trademaster headed down to her office to meet with Idil, the Human Liason.

"I trust that our goods were satisfactory?" Idil asked as Newb took a seat at her desk. "Most satisfactory I assure you." Newb answered with a smile. "Our craftsmen will do wonders but we will require more."

"Next year we'll need more metal and leather as well as any weapons and shields you can spare. We're working to equip a large force of new recruits and I don't know if our current supplies will be enough to do the job."

"I'll gather what I can. The animals are plentiful in our lands and the mines continue to reveal new veins of metal for our miners. Lately our people have acquired a love of bracelets, the craftsmen continously try to outdo each other but I suspect that the Dwarven craftsmen can create far grander works then our best can."

"As I am the head crafter as well as Trademaster I think we can do that." Newb replied as she stood to walk Idil out.

The fortress is quite busy. Plus I've got a few projects and experiments I intend to start sooner or later.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 13, 2010, 05:03:47 pm**

Almost forgot...Toltot finally passed to her ancestors. She suffocated so I think that missing throat finally caught up to her.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 13, 2010, 05:43:24 pm**

Nah, the ghostthroat just took the secondary pharynx out with it.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 13, 2010, 11:07:00 pm**

DIARY OF GIZMO, NUTTY DWARF TINKERER ARTIFICER

4th day:

Fireheart's ordered me an' Hexed to start cleaning out the old siege factories in preperation for upgrading our defenses, says we're going to be making more siege engines, good thing too because there's something wrong with the catapults, besides being walled in, there's all this gunk in the mechanisms, I saw it when i went to look at them, anyway our first order is to make these giant arrows for something called a ballista. From what Hexed has told me it's some sort of giant crossbow. should be interesting to see what it does to those damn undead.

5th day:
As I was cleaning out some of the equipment in the siege factory, I found the same gunk that was clogging up the catapults, so I started to look around and all of a sudden this little greeny brown thing jumped out and croaked at me, scared the hell outta me! It sat there on a workbench I had just cleaned, puked up some slime, and hopped off! The freaking thing even knocked over my mug of wine, that stuff`s valuable since we don`t have any strawberries, Armok damn it! I asked Hexed an he said it was pobably a toad, I really don`t care what it was the thing made an elf of me and if I see it again I`m going to sacrifice it to Eges.

6th day:
We finally finished cleaning all the gunk out of the siege workshops and got started making those ballista bolts. It`s fairly easy work, we normally would build the ballistae first but the masons haven`t built the emplacements yet so there would be no point.

7th day
Toltot finally passed today. We all knew her time was limited when her throat got torn out but she held on for a long time, and managed

to send a few goblins and undead ahead to pave a road. Since she was a marksdwarf, I carved her name into the bolts I made today. May they prove as deadly as she was.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 13, 2010, 11:34:26 pm**

Quote from: thunderclan on February 13, 2010, 09:10:37 pm

Toltot Shovetour, **Spearman**

I think you mixed up your Warriors there Phil ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 14, 2010, 12:05:06 am**

Huh I thought she used a crossbow at some point...

Whatever, the name`s there not and I am not sanding it off :P

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 15, 2010, 05:27:11 pm**

Quote from: thunderclan on March 06, 2010, 10:13:31 pm

4th Slate

And now we have a Philosopher. Kanet killed Tol Wonderscribes and IF I can make it work I'm going to have the skull made into a totem and place it in Kanet's room as a trophy...Might do that with Wok to if it works out.

...Holy...holy armok that's awesome. Talk about recieving the luck gene in the family. Is it ok if I occasionally post his point of view, the same thing that Gizmo is doing? I've been re-reading the story up til now and would like to give you a little more of his personality for your use when you post story centric posts.

Edit: The titan did infact boot kanet around the fortress i just realized, just without finishing him. And could i get a picture of his info screen? To write his little blurbs if you say it's ok.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 15, 2010, 09:39:02 pm**

Fine by me, I said it was ok to post your characters point of view back near the beginning of the fortress but nobody really did so I stopped saying it.
Nice to see some people are getting into the story ;D

I'll get the info for Kanet up later.

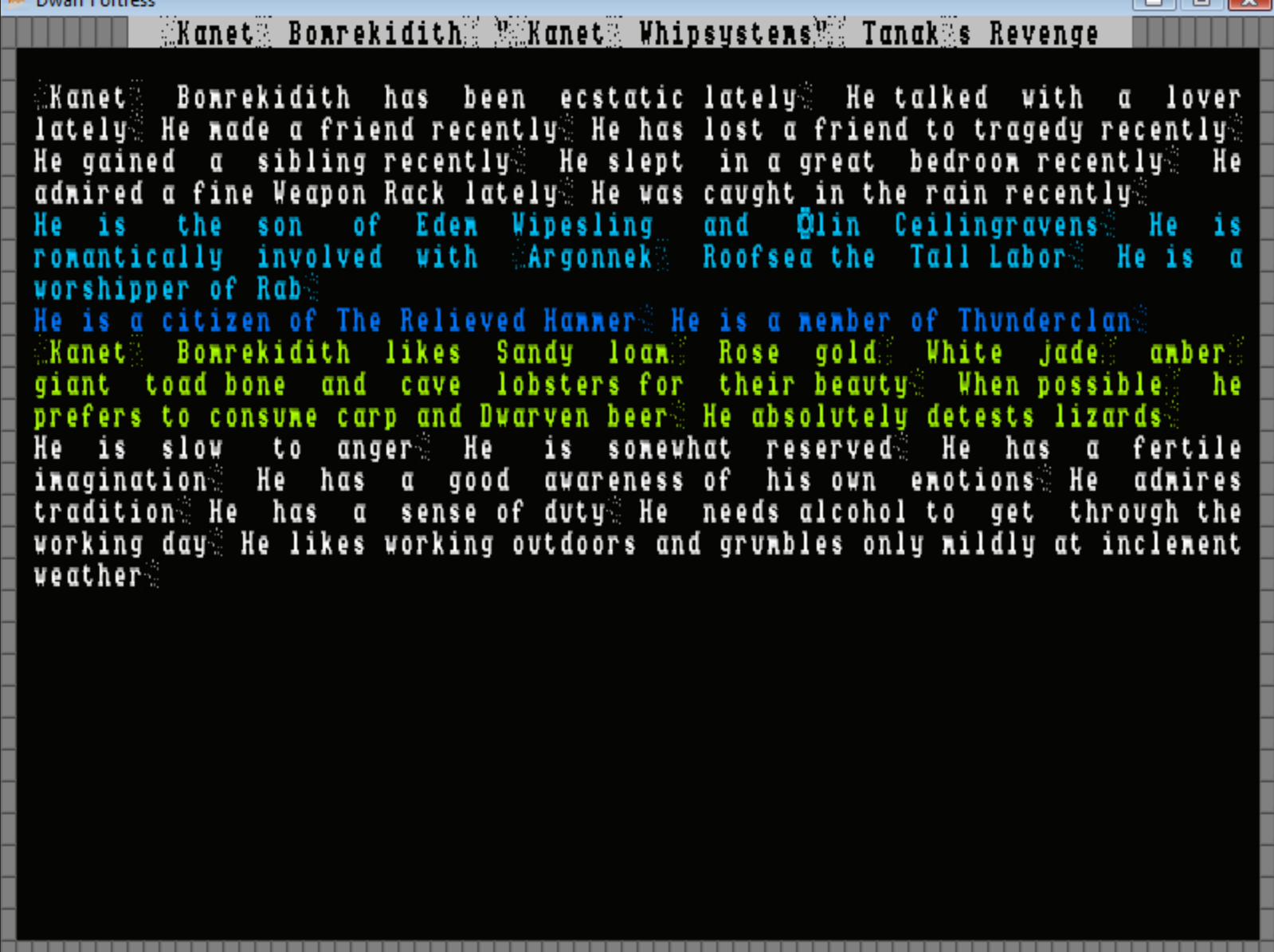
Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 15, 2010, 09:47:18 pm**

Cool, i thought you had, but...60 pages of searching is a lot. I know that forty seconds after I post this, someone's going to find it on page 2, but what the hey. I'll also start thinking of something as soon as that's up! Thanks!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 15, 2010, 11:25:13 pm**

Here you go :)

Spoiler (click to show/hide)



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 15, 2010, 11:38:24 pm**

Argonnek, the same one defending the hall with him, is his lover? He also prefers carp eh? and Dwarven beer! A dwarfy dwarf if there ever was one.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **darkflagrance** on **March 16, 2010, 12:42:57 am**

Wait a minute, the fortress is based off that Warriors series with cats and you're not using the cat mod?

Spoiler (click to show/hide)
Just kidding

I just read through the thread, and enjoyed it.

Also, if I had been on these forums when Ushat Swordmartyrs was born, I would have requested her. However, you gave her the military glory her name deserves. In any case, I will request her now so that she can be put into the running for deputy in the future, if she could not before.

...You do realize Arzez is (probably still) female, right?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 17, 2010, 12:07:40 pm**

Yeah...I don't really notice the gender of the Dwarves much...Probably a good thing since if I did It would be that much harder to match names to Dwarves.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 17, 2010, 01:05:57 pm**

28th Malachite

The sounds of the Masons placing stones above him was slightly distracting to Gizmo while he adjusted the first pair of ballistas. The first emplacement had been finished, built out of the red felsite that was so common in Thunderclan territory. After a suggestion from Kanet the building team began work on a fortified level above the siege weapons where Marksdwarves could fire from.

Gizmo was getting ready to head back inside for a drink when Fireheart arrived with Speardwarf and Hexed. "Gizmo! We're doing a weapons test, grab a ballista." Speardwarf said as he stopped beside the Siege Engineer. Gizmo quickly took his place at the second ballista.

"Ready?" Speardwarf said as the Engineers cranked back the weapons.

"Fire!" The second the words left the Deputy's mouth a pair of bolts shot out of the building and sped across the field toward the bone piles that had been set up as targets. The first bolt went slightly wide, knocking a few bones from the pile while the second hit perfectly, sending bones flying in all directions.

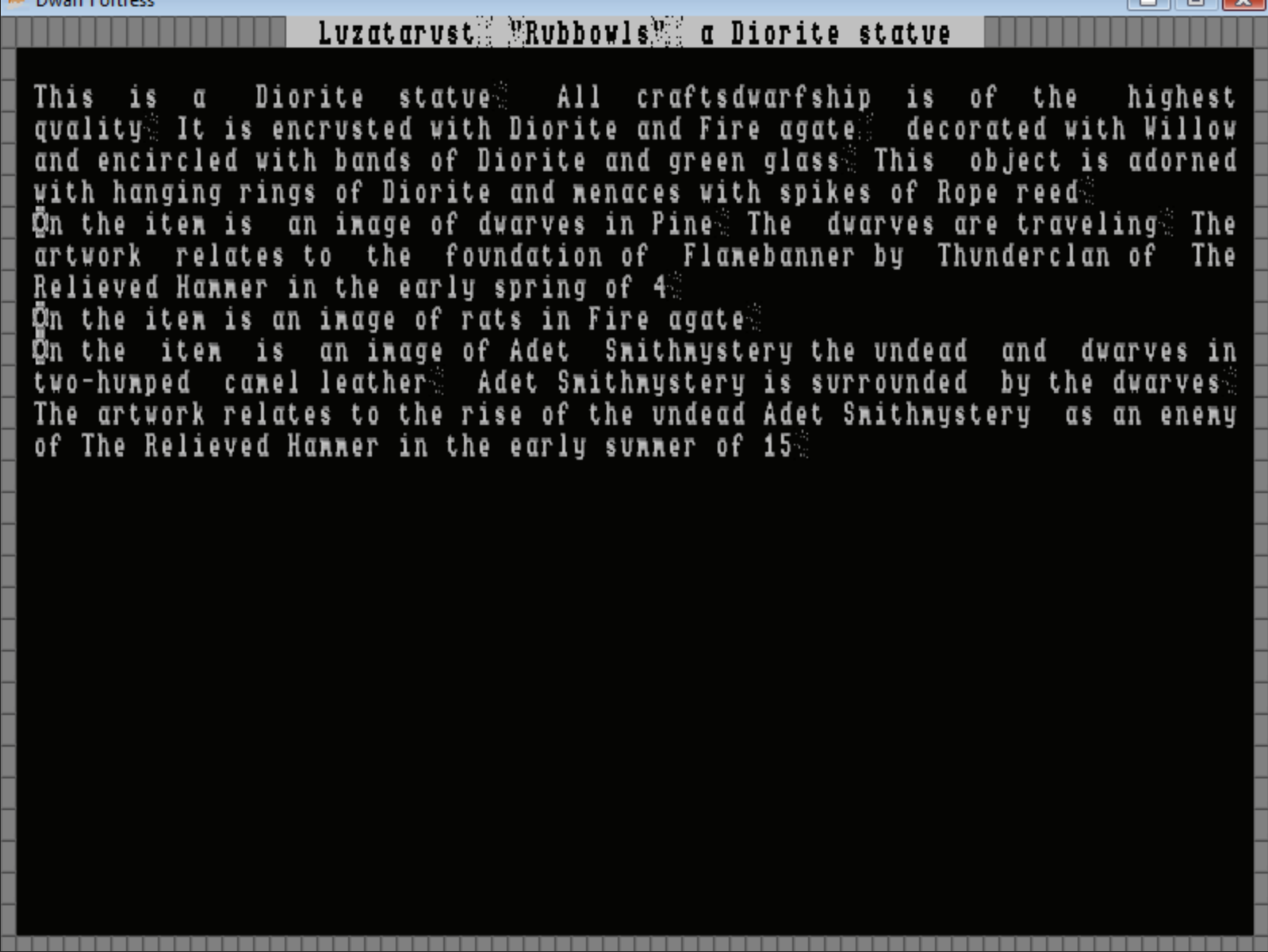
"Not bad." Speardwarf said as the Engineers reloaded before coming over to the Deputy. "If they do that kind of damage to the Undead we'll have a bit of breathing room for once."

As Fireheart headed for his office he was stopped by Newb. "One of your Miners withdrew into the Mason's shop." The Trademaster said. "He created a beautiful statue of Hawkfrost's final battle. It also had images of our arrival here and of Warriors fighting Adet Smithmystery."

"See if anyone would like it, if not then keep it in storage until we find a proper place for it." Fireheart said as he entered his office.

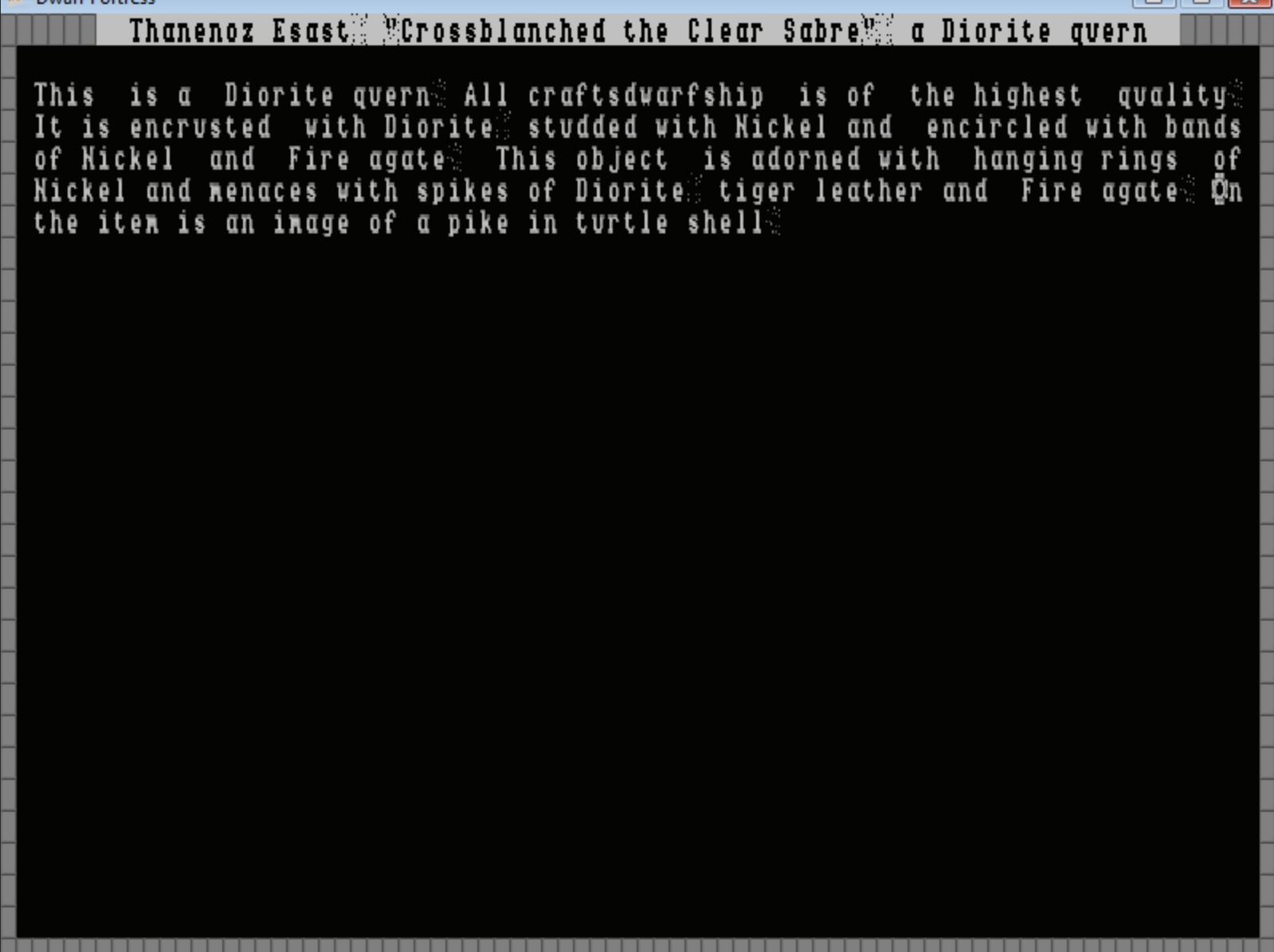
So does anyone want the Artifact Statue Rubbowls?

Spoiler (click to show/hide)



We also got *another* Artifact Quern...and I haven't used the first one yet.

[Spoiler \(click to show/hide\)](#)



Also I think Skid may recover, she is down to just a broken leg. Also, for the first time in several years I'm seeing a few Unhappy and Very Unhappy Dwarves...I guess thats the price you pay when everyone in the fortress is friends and then some of them die fighting Undead.

The military training is going smoothly as well. Several Apprentices hit Champion status but they won't be renamed Warriors until they prove themselves on the field of battle.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **March 17, 2010, 02:43:15 pm**

Derek Issues mandate: Artifact statue in room.

How have I been by the way?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 17, 2010, 04:56:59 pm**

Malachite the 28th-

-Kanet Bomrekidith-

Had quite the scare back during Slate. I've never been so close to death. At least argonnek would've got to see the way her dwarf went, toe to toe with a titan. We never did find all the bits and pieces of tanak the way those lifeless bastards worked him...They gave me his weapons...Fireheart himself actually handed em over. Seems like he takes the loss of each and every one of us here as his own fault. I know it ain't his fault, that damn fool of a brother never could keep his attention on anything longer than a few minutes. Probably got distracted by a squirrel and let the buggers sneak up on him...He wasn't made for that line a'work. Not out there in the field anyway. It's why when he said he wanted to go, I convinced him to pick up a bow. The one sitting at the foot of my bed, carved and decorated. The one that saved me against that damn giant, but not him. Maybe I'll go see if I can find the boss round here and make a suggestion about keepin us marksdwarves away from the front, leastways until I get some hammer training. Don't want to lose argonnek same as I lost little Tan...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 18, 2010, 03:55:46 am**

25th Galena

Fireheart stepped back quickly as the last chunks of rock tumbled down into the chasm. The sounds of the chasm creatures echoed off the stone. Moving aside the Miner let several Masons through to bridge the gap.

30th Galena

The work sped up greatly once the soft sand was reached, parts of the sand wall were replaced with fortifications while the building teams constructed firing corridors and the Siege Engineers constucted the second of Flamebanner's ballista emplacements.

16th Limestone

"Fireheart! Good to see you." The Liason said as he approached. "Always a pleasure to see your caravan at our gates. You look like you have something on your mind though." Fireheart replied, passing a mug of rum to the Liason.

"Its been a rough year. We lost several of our mines to attacks from the Undead and Goblins and the fortress of Crystalcrypt fell. The Queen sent several units of soldiers to reinforce the more remote outposts so they should be able to hold the enemy."

"Well, we're holding out here." Fireheart replied. "The Undead did a number on our Warriors last time but the new Apprentices have proven fierce and they're learning fast."

"Sir Nil's teaching them is he?" The Liason asked, not seeing the brief shadow that passed over Fireheart's face. "Nil fell to the Undead. Speardwarf is our new Deputy."

"One of Kornash's kids? I almost feel sorry for those skeletons, they won't know what hit them. Looks like Newbs finished with her trade so I'll be off to my meeting."

2nd Sandstone

Henchwoman Ineth was heading back toward the fortress with a rock when a bolt took out her right eye. Dropping the rock as her hands flew to her face Ineth was hit by several more bolts as Goblins emerged from the bushes. Swords cut into the poor Dwarf as Arzez led Govos and Kogan into a battle that was over in seconds as Ineth drew her last breath.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 18, 2010, 07:57:24 am**

Could we get a kill count on all the Warriors, living and Dead?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 18, 2010, 12:11:58 pm**

Anyone not on the list has 0 kills

- Wok: 80
- Nil: 97
- Hawkfrost: 59
- Vabok: 28
- Kornash: 24
- Speardwarf: 77
- Iton: 9
- Bob: 52
- Arzez: 30
- Tamunshin: 27
- Keshan: 6
- Giken: 8
- Catten: 4
- Kogan: 2
- Govos: 40
- Fred: 1
- Bubbles: 0
- Tanak Masam: 2
- Mamgoz: 1
- Sakrith: 2
- Toltot: 23
- Tharnas: 5
- Tarmid: 2
- Nekik: 4
- Volal Togat: 2
- Argonnek: 5
- Kanet: 1
- Derek: 11
- Soshosh: 4
- Otil Kurel: 4

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 20, 2010, 03:47:02 am**

20th Timber

Several Dwarves stopped to watch as Rimtar lugged a large chunk of resin opal mined from the quarry down to the workshop level.

The peasant repeated this twice more before quickly grabbing several other materials and vanishing into the shop.

24th Timber

"How's it going?" Fireheart asked Speardwarf as they watched the Apprentices wrestling. "I think they're nearly ready for weapons. I think mostly swords, axes, maces and hammers." The Deputy replied.

"I'll make sure Sarek gets on it quick." Fireheart said, stepping aside as Sable and Kodor tumbled past. "Also I think we should bring Flamequill up from the vault." Speardwarf continued. "Sable seems to have been a great admirer of Hawkfrost so I felt that giving her the honor of bearing Flamequill would be appropriate."

"Plus it would be crazy to let such a weapon sit in the vault when it could be cutting through Undead." Fireheart said with a grin as he turned to go.

28th Timber

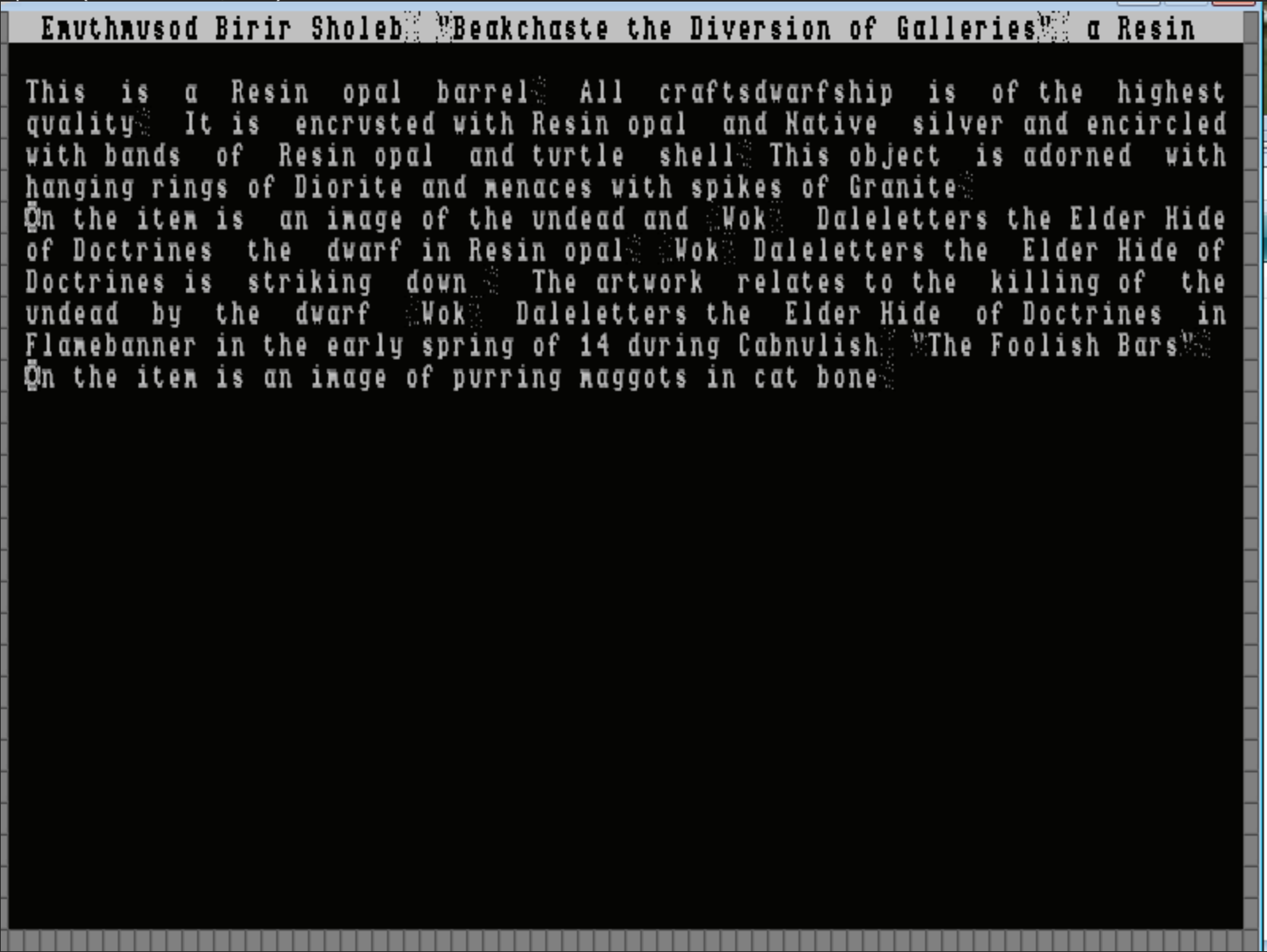
"What's going on here?" Newb asked as she pushed her way through the crowd gathered outside the workshops. She paused in shock as her eyes fell on the barrel before her. The light glinted off the...entire...thing. "You made a barrel...out of resin opal?" Newb asked.

"I guess so." Rimtar replied. "I don't exactly remember what I did the last few days. It has my mark on it though so I guess its mine."

"Its definetly one of the stranger artifacts I've seen." Newb said, moving closer to appraise the barrel.

An interesting Artifact. Beakchaste The Diversion of Galleries, a Resin Opal barrel.

Spoiler (click to show/hide)



Also we've quarried out a second level...and got ALOT of gems out of it as well as some silver.

The Apprentices are doing well, if we had weapons then I'd be giving them out but production has faltered a bit.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 20, 2010, 09:18:35 am**

That is one sweet barrel.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **March 20, 2010, 10:36:56 am**

Oh my got that is the most awesome barrel that i have ever seen.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **muwahahaha** on **March 20, 2010, 06:44:26 pm**

AWESOME.... PURRING MAGGOTS!

Oh, the rest of the barrel is cool too... I guess.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Phil_Z** on **March 21, 2010, 12:59:55 am**

Gizmo's diary

10th day:
We have a new artifact in town, a barrel maid of resin opal. I hope they fill it with strawberry wine, We're starting to run out! Damn, dunno what i'll do if we run out of wine.

Also, I went to clean out the ballistae to make sure they'll work if we need em-good thing too, they were covered with that gunk the toads put out! but then, when I got back to my room, they, they...THOSE BASTARDS TOOK MY SOCKS!!

(the rest of the page is drawings of what is labeled "the squisher." It consists of 2 pressure plates which constantly press together.)

I figured he needed a good reason to hate toads, so...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 21, 2010, 01:11:18 am**

The idea of toads running around stealing socks to wear while they sabotage ballistas with gunk is rather amusing actually ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Mangled** on **March 21, 2010, 06:22:26 pm**

Fairly sure I had a dwarf in this fort at some point. Can't remember his name and in any case I think he was a mace dwarf so he's probably dead :-\.
If you have any spare can I have an engineer?
His name is Scotty and he acts as you'd imagine an engineer with that name to act..

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 21, 2010, 07:24:29 pm**

I think I can manage that though you'll likely be joining Hexed and Gizmo on the Ballista Emplacements as I don't really want to waste a 3rd Dwarf on Mechanics when Akhier and Eli are handling all the work already. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 02:13:18 am**

Scotty is Dwarfed ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 02:17:39 am**

And the Goblins have arrived...With 2 Axelords and an Elite Crossbowman...That I've found so far.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 03:41:44 am**

That siege led to 3 deaths so far...and we have a couple wounded, including Kanet...

And here is a shot I got at the start of the battle.

Spoiler (click to show/hide)



As you can see that is alot of Goblins...and the Pool of Death got refilled with rainwater.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **March 22, 2010, 04:11:49 am**

rating this story 10/10 now , i'll request one dwarf when i get any creative ideas

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 22, 2010, 11:07:03 am**

...how...badly wounded?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 12:10:49 pm**

You'll have to wait until I get the write-up done...Should be fairly soon. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 22, 2010, 01:04:11 pm**

shakes fist Curses!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 01:09:36 pm**

17th Moonstone

The Goblin forces were sighted the moment they crossed the Southern border. Derek's squad ran off to battle before Speardwarf could give any orders.

Derek was the first to meet the enemy as they crashed through the trees on the side of the road. The Wrestlers swarmed him but even with numbers on their side couldn't break through his defenses.

While his forces occupied the Dwarves, Witchskinned made his move toward the fortress. Raising his axe to attack a peasant passing nearby the Goblin Axelord let out a scream as a bolt suddenly appeared in his shoulder.

Ripping the bolt out he looked around, spotting the Dwarf who had just shot him as a second bolt bounced off his greaves. Roaring the Goblin charged Argonnek who quickly flipped his weapon around to the spiked side.

The Marksdwarf was overwhelmed by the strength of the Axelord's attack and could barely get a hit in before she was forced to defend herself. The Goblin was raising his axe for another blow when a pair of bolts shot through the visor of his helmet, blinding him.

Kanet continued to pour bolts into every chink in the Axelord's armor while Argonnek beat him with her crossbow. It took a while but eventually he stopped moving as blood pooled around him.

Glancing back through the trees the Marksdwarves could see that the loss of their leader had destroyed the Goblin's morale and they were retreating. The last invader limped across the border, left arm dangling useless by his side.

Cheering their victory the Warriors headed back toward the fortress where a greater problem was rising...

First parts done, have to put a little thought into the second part before I write it up.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 22, 2010, 01:34:43 pm**

17th Moonstone


-Kanet Bromrekidith-

Facing the Goblin Siege

Damned Greenskins! The mad man Derek seems to be holding his own...Heh, what a good shot by argony...The BASTARD! Stay away from me love! You'll be a pincushion the time we're through with yeh!

(just a short little blurb of what he was thinking during that fight.)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **March 22, 2010, 02:34:50 pm**



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 02:45:52 pm**

17th Moonstone

As the Warriors entered the courtyard they were swept aside in the rush of Apprentices and civilians running everywhere.

"What is happening?" Derek asked after fighting his way through to Speardwarf's side. "2 more squads of Goblins crossed the Northern and Eastern borders. They kept to the trees so we didn't see their approach and now they're nearly at the walls."

Kanet gestured to the model of Thunderclan's territory next to the Deputy. "Where will we attack?"

"Here." The Deputy replied. "Just inside the East gates."

The force gathered was impressive. Speardwarf stood with Arzez and the other equipped Warriors in the front with the horder of Apprentices behind them. Kanet and Argonnek had taken up positions a short distance away, using a couple of trees as cover.

Several civilians came running through the gates, some with light injuries. One peasant passed, carrying the body of a child in his arms.

It took only a few more minutes for the Goblins to reach the gate. The invaders poured through, Wrestlers following their leader Axelord Entrancetick.

Speardwarf prepared to give the order to attack when a wave of bolts hit the assembled Warriors. Most bounced off armor or missed completely while the ones that hit were pulled out and tossed aside.

Glancing at the gates Speardwarf's face took on a look of horror. Goblin Marksmen stood in the gateway and several more were on the walls including the Elite Marksman Witchkiss. There had to be more then a dozen of the creatures, all carrying loaded quivers.

Kanet and Argonnek were popping out from behhind the trees and firing on the incoming Wrestlers while Derek and Arzez fought to hold back Entrancetick and the Apprentices used their numbers to take out one Wrestler after another.

Witchkiss leapt down from the walls, firing a bolt into the leg of Derek as he dropped. Rolling to his feet as he hit the ground Witchkiss joined the main body of Goblin crossbowmen in firing into the melee.

The fighting was fierce but the Warriors of Flamebanner were holding the road against the Goblins. Stesok had taken the lead of the Apprentices and the tactic of swarming a single enemy until they were dead before moving on was serving the unarmed and unarmored Dwarves well.

Speardwarf was facing off against Entrancetick while Derek lay dazed nearby. The Dwarf was using his enemies armored form as a shield against the Marksmen but he was still covered in scratches from bolts.

Kanet and Argonnek continued firing until they ran out of ammo. Then, crossbows at the ready the pair charged into the thick of battle bashing Goblins in the face and leaving easier targets for the other Warriors.

Stepping over the body of the Planter Libash who was laying in a pool of blood with half a dozen bolts in him, Argonnek was hit in the arm and leg and collapsed only to regain her footing a moment later and continue limping across the field.

Kanet was beating a Wrestler with his bow when a bolt hit him in the chest. 2 more followed it as Witchkiss came into view. The Goblin grinned at the wounded Dwarf as she flipped her weapon around to reveal a sharp blade and drew a dagger from her belt.

The Goblin stabbed at her foe but hit only limestone blocks as Kanet rolled away. Furiously the Goblin turned to face her opponent...and so was unprepared for the pick-axe that sank into her arm, causing her to drop her bow with a shriek as Fireheart pulled Islandcall out and let the Goblin sink to the ground.

Witchkiss wasn't done yet though. She raised her arm and signalled her second in command. After giving orders the Goblin Marksmen let loose a barrage of bolts. Kanet and Fireheart did their best to avoid the bolts but the Thunderclan Leader was hit in the legs and as he stumbled several more bolts sprouted from his chest.

Witchkiss had been killed as well as Entrancetick and without a leader to direct their aim the Goblin crossbowmen fled, a select few remaining to protect the retreat with their lives.

The Halls of Flamebanner were filled with sadness as the Dwarves mourned the loss of their Leader, Fireheart. Mothwing had taken the body into the infirmary and Speardwarf, Sarek, Orwen and many others had gathered outside the door.

Finally the Medicine Dwarf emerged. "The wounds were too great and Fireheart's remaining lives were lost. Thunderclan's Leader is dead." Mothwing said.

"Now what do we do?" Sarek asked. "Who becomes Leader?"

"The Deputy succeeds the Clan Leader. That is the Warrior Code." Mothwing said.

We lost Fireheart, a child and a Planter. Kanet is wounded with a mangled heart and lungs. Argonnek is lightly wounded in the right arm and left leg.

Speardwarf is Deputy which means he is to be named Leader. Do you guys think I should continue my tradition of actually doing the ceremonies and make the next update the Leader Ceremony?

This fortress will continue and I'll likely take on a new Dwarf. Though it would have been easier had Fireheart married. Somehow he was the only Founder who never even had a Lover despite spending a lot of time chatting...I checked and he was a full Legendary Conversationalist.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 22, 2010, 03:15:13 pm**

Wow, that sucks.
His memory shall last eternal, and his spirit will drink ale with Armok.

I think you should do the ceremony, the dwarves need to grieve.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 03:32:42 pm**

Alrighty! Ceremony it is! ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 22, 2010, 04:54:16 pm**

-Kanet Bomrekidith-

After the Seige

I'm laid up...only reason i'm even here is cause of Fireheart...heh, feels like my own hearts on fire. The dwarf showed up at the hour of my reckoning and pushed it back at least a little while. At least long enough to see Argony walk away with nothing but a few scratches.

I'm waiting on that blasted healer Mothwing to come and attend to me. She ran off to the leader as soon as she saw I wasn't immediately going to die on her. Argonnek's been in and out, said she had to attend to the fortress. She's right but still wish I could see more of her right now.

.....

I passed out for a few hours there. It's, it's official. The dwarf who led us and made sure we survived is dead...gave his own life to continue mine. *here, some blood spatters the page.*

I ain't going without a fight. I'm going to heal up. I'm gonna go down to the pumps the minute I can walk and crank'em daily. That's two who've lost their lives protecting us...me. I know you've joined the ancestors and armok, but read this and hear my thoughts. If...not if, When I get outta this bed i'll become what this fortress needs. I'll learn everything I can to protect Argonnek and this fortress.

My brother's death ain't been repaid yet...

And Fireheart? Yeh best be preparing in the after life for that great battle of the planes...Cause i'll be sending an army of the dead before I'm there to pay back the favor you paid me.

Should kanet survive, he has renewed vigor to become as strong, and as well versed in the arts of war as possible. Would it even be possible for him to train to legendary in every weapon? Or is mangling internal organs something that makes them stop sparring or training like that? Also...how likely is one to survive that?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 05:05:23 pm**

I don't think mangles stop sparring since they aren't nervous damage. If he lives I'll see about training him.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 22, 2010, 05:09:12 pm**

Excellent, cause he has a lot of gobbos, titans, and undeads, to kill and rekill so Fireheart and the rest of the fallen don't get bored with nothing to hammer in the afterlife.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 05:25:00 pm**

I'm waiting to hear from Barbarossa so until then updates are on hold...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 22, 2010, 07:42:31 pm**

Sorry for getting Fireheart killed via my 'A miner should carry that pick into battle' statement. Well, all good things must come to an end.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 09:47:14 pm**

20th Moonstone

Mothwing had prepared Speardwarf for the ceremony as best she could. It was up to him now.

Thanks to a potion made by Mothwing the Deputy fell quickly into sleep.

Opening his eyes the Dwarf found himself in one of the most amazing places he had ever seen. Magma fell from numerous spots on the walls to flow past a massive platform of stone. Tables and statues of bone were surrounded by hundreds of Dwarves. Warriors, Farmers, Masons, Dwarves from every walk of life ate, drank and laughed while others honed their battle skills against a multitude of terrible creatures.

Speardwarf's eyes fell on the biggest magma fall which provided power for dozens of forges. As he stared he caught the briefest glimpse of a pair of eyes staring through the molten rock...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 10:38:38 pm**

The Deputy's observations were interrupted by the arrival of several Dwarves at his side. Turning he was awed to see Dwarves he knew. His father and brothers were among them.

"Welcome Speardwarf. Are you ready to recieve your lives?" Fireheart asked.

"I am." Speardwarf answered immedietly.

As the words left his mouth Kornash stepped forward, a blade burning with fire at his side.

"With this life I give you courage. Use it well in defense of your Clan." Kornash said as he laid a hand on his son's shoulder. A bolt of pain greater then anything the Deputy had felt before surged through him and visions of battles filled his mind before the dead Warrior stepped backward into the group as Bob took his place.

"With this life I give you justice. Use it well as you judge the actions of others." Another wave of pain accompanied his brother's touch.

His second fallen brother Nekik approached Speardwarf, who was gasping as he recovered from the pain.

"With this life I give you loyalty to what you know to be right." Nekik said. "Use it well to lead your Clan in times of trouble. The pain was less severe this time, allowing Speardwarf a brief respite before his sister Libash, who had died in the recent battle stepped forth.

"With this life I give you tireless energy." She said. "Use it well to carry out the duties of a Leader."

The pain was drowned out by a massive wave of energy that washed over and reinvigorated the Warrior.

Next Iton stepped forth, crossbow hanging from his belt and a quiver of bolts on his back. "With this life I give you protection. Use it to care for your Clan as a mother cares for her children."

This life was filled with the fierce strength that a mother used to defend her child from all enemies.

Vabok strode forward next, the spine that had been injured so many years ago made strong again. "With this life I give you knowledge, Use it well to train the young Dwarves of your Clan."

The pain centered in his head this time as the ancestors gave him the knowledge of past Leaders and Warriors.

Sir Nil, looking as tough and battle-hardened as he had in life rested a hand on his shoulder. "With this life I give you compassion, use it well for the injured and the sick, and all those weaker then yourself."

Hawkfrost had taken his place before the pain faded.

"With this life I give you love. Use it well for all the Dwarves in your care, esspecially for Arzez." This time there was no pain, only a feeling of great happiness. The former Deputy stepped back to the side of a Dwarf dressed in the garb of a Carpenter.

Last of all came Fireheart, still driven by the same resolve that had led him in life. "With this life I give you nobility and certainty and faith. Use it well as you lead your Clan in the ways of our ancestors and the Warrior Code."

As Fireheart touched his shoulder the Deputy writhed in the hold of the nearly unbearable pain that accompanied the life. Speardwarf fell to his knees as the pain released him.

Fireheart gave him a moment before motioning for him to stand.

"I hail you by your new name, Doldin Firetower. Your old life is no more. You have now recieved the nine lives of a Leader, and the ancestors grant you the guardianship of Thunderclan. Defend it well, care for young and old and honor your ancestors and the traditions of the Warrior Code. Live each life with pride and dignity."

As Fireheart stepped back cheers rose from all the Dwarves in the cavern, the chanting of his new name echoing off the stone and bone.

An old Dwarf wearing the robes of a Philosopher appeared at Firetower's side. "We have finally uncovered the identity of our enemies. The Goblins have been united under the red spiral banner of the Demon Uktang. The Undead lords have allied with them to destroy us. Be wary for we know not what other allies they may have."

With a bow the ancient scholar melted back into the crowd...

Upon waking, Firetower went looking for Mothwing, finding her in the Infirmary, patching up Kanet while Argonnek looked on worriedly. The Dwarves launched into a long discussion as the moon began to rise...

Barbarossa, if its all right with you I'd like to shorten your name to just Firetower for most things, only using the full name when appropriate.

Also Congratulations, you are the Leader of Thunderclan.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 22, 2010, 10:54:17 pm**

Sounds good to me! I've never been a leader in a community game, but I say we need to build walls high enough to shoot at any threats before they even see the gates.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 22, 2010, 11:47:50 pm**

Quote from: Barbarossa the Seal God on March 22, 2010, 10:54:17 pm
Sounds good to me! I've never been a leader in a community game, but I say we need to build walls high enough to shoot at any threats before they even see the gates.

How did you find out about my plans for the Western Wall?? ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 23, 2010, 12:09:42 am**

20th Moonstone

As the moon reached its height Firetower stepped onto the stage as the mourning Dwarves gathered around.

"Dwarves of Flamebanner! We have suffered greatly with the loss of Fireheart but we will continue his fight. Our ancestors have revealed to me that our Goblin foes have united and allied with the Undead. They will continue to invade and we must be prepared to drive them back."

"Miners, continue the excavations you worked on under Fireheart. Smiths, keep producing weapons and armor for our Warriors. Engineers, continue to carve bolts and build siege weaponry. Masons, hone your skills as we will have much to do in the coming years."

"Before that though we must have a new Deputy. Wok is the obvious candidate, being the only surviving Senior Warrior but since he is still laid up with a broken leg I have made a different choice."

"I say these words before our ancestors, that they may hear and approve my choice! Kanet will be the new Deputy of Thunderclan!"

As the Warrior came forward, bandages wrapped tightly around his chest the Dwarves cheered their friend, the fact that life would continue lessening the sorrow they felt...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 23, 2010, 03:03:30 am**

...And apparently one person was quite upset over the death of Fireheart...

And the Ghost Throat resurfaces...One of the Miners has no eyes or throat.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 23, 2010, 07:37:40 am**

Quote from: thunderclan on March 23, 2010, 03:03:30 am
And the Ghost Throat resurfaces...One of the Miners has no eyes or throat.

Call him the Faceless One.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 23, 2010, 07:56:18 am**

Well, he can't choke on coal dust if he has no throat!

I can't believe that only two of the Senior Warriors are left, and one of them is me. I assumed I'd die pretty quickly once the enemies stopped having flesh. ::)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 23, 2010, 11:30:53 am**

Wait, what? Kanet's already up and about? and deputized? Upon hearing this he has but one thing to say...

.....

"Are you sober!? Yeh have to be, I accept, but you have to be. Let the rest of our clan know I'll do my best to support the new fires of Flamebanner!"

Cool! Wait... I work for Barbarossa! That's either going to mean an epically painful death, or the building of a massive tower that extends to the heavens that has a magma pool/waterfall on top, similar to what he saw in his meeting with the ancestors. It's where the dwarves should pay homage to the founders and their ancestors...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Mangled** on **March 23, 2010, 11:52:11 am**

Notes of Siege engineer Scot.
*Most of the page is taken up by sketches of balista parts made of various materials, clearly the intent here is to improve range and firepower. Unfortunately, the words "it cannae be done" appear several times..
(At the bottom of the page there are actual notes, they don't make much sense to most.)

Steel arms for more tension? nah, cannae be done. Works for crossbows because they're small, would need big animals to load the thing. Will have to talk to someone about that. Never mind the fact that if any part of it breaks the poor sod operating the things gonna lose more than an eye.

Think I've got it..
(More drawings of balista's, instead of the arms being static, they are easily movable but are attached to all sorts of mechanisms. The log is unreadable from this point, too much technobable and not enough pictures.)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 23, 2010, 01:43:36 pm**

Dungeon Master Zasit is dead. She went berserk, killed one of her kids, beat a deer to death, caused general havoc at the gates and was finally killed by Argonnek with support from Kanet.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 23, 2010, 08:06:13 pm**

Gee, nobles throw the worst of parties.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **March 24, 2010, 12:00:42 am**

Great. Dwarf-Me's wife killed one of my kids? Great.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 24, 2010, 01:04:45 am**

And another was killed at some point...didn't check the Relationships of the kids that have died so didn't realize it until now.

You still have 1 kid alive though :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **March 24, 2010, 06:49:29 am**

One's still alive? Well, at least that's good to know. :D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir dieselot** on **March 25, 2010, 06:00:27 pm**

I put in a vote for Flamebanner to be in the hall of legends, so go vote for it!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 27, 2010, 03:47:46 am**

That was a close one...

17th Opal

The new Deputy was busy watching over the Dwarves that were scavenging the battlefield for loot other then the iron armor and weapons.

Kanet turned as Argonnek and Sable ran up to him, breathing hard. "Flamequill's missing!" Sable said after she caught her breath. "Its not in the Vault or the Armory."

"Send Warriors to patrol our borders, if they see anyone or anything suspicious have them attack."

With a quick nod of agreement Sable ran off toward the fortress while Argonnek dashed toward the Southern border where Arzez was patrolling.

Moving like a shadow through the woods beside the road, Chukukrilgus clutched his prize. Now all he had to do was reach the border and he'd be on the way home to claim his reward.

The sound of shouting Dwarves sent the thief into a crouch as he ducked into a stand of silver galex trees.

The Kobold was so intent on listening to the Dwarven movements that he didn't hear the low growl from behind him...

Terrible screams brought Argonnek running with Arzez's squad on her heels. Weapons ready, they pushed through the branches into a grove with a Kobold laying on the ground...or rather what was left of the Kobold, as a large wolf was chewing happily on a leg.

Gesturing to the others to put away their weapons, Argonnek moved toward the wolf but stopped when it raised a bloody muzzle and growled. As the wolf rose to his feet the Dwarves could see Flamequill glinting in the grass.

Coming to the decision that the wolf would be guarding the axe for a while the patrol headed back, leaving Sable staring at the fierce animal. Despite her better judgement the young Apprentice moved toward the creature, who after a few moments turned and vanished into the trees.

As she wrapped her hand around the handle of the weapon flames spread across the surface of the metal, leaving the Dwarf awestruck...

A Kobold tried to steal Flamequill, but got torn apart by a wolf before escaping. The funny thing is that I'm fairly sure it was Hawkfrost's guard wolf that killed the thief.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **rickvoid** on **March 27, 2010, 07:39:20 am**

Who's a good doggy? :D

Have a Kobold-snack.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 27, 2010, 09:39:16 am**

guard wolves! woo!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **March 28, 2010, 12:31:02 pm**

I knew that guard wolf was a good idea.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 31, 2010, 01:57:34 am**

10th Obsidian

As Kanet deflected an attack off his shield he went on the offensive. A thrust from his blade glanced off the armor but the second swing threw his opponent off balance. Taking advantage of the moment the Deputy moved to avoid a clumsy attack and struck with a series of quick swings that sent his opponents sword clanging to the ground.

Sheathing his sword with a grin Kanet retrieved the fallen weapon and handed it back to Stesok. The Apprentice took it with a nod and moved off to the side of the Barracks where the rest of the Apprentices were enjoying a drink.

Kanet turned to watch the match between Argonnek and Arzez. It seemed an even battle but Argonnek slowly gained the upper hand and sent the Warrior tumbling to the floor.

Soon the 2 Warriors would be trained Swordsdwarves as well as Marksdwarves.

25th Obsidian

The day had finally come. The Jewelers, Bone Carvers and Metalsmithes had been hard at work crafting and decorating the items that would be placed into Fireheart's tomb.

Firetower and Newb watched as statues made of diorite depicting Warriors, locked in combat with goblins, undead and a variety of other creatures were placed alongside gold statues of Fireheart and several other civilian Dwarves. Chests and cabinets were set beside the sarcophagus and entrance.

After a while the workers left and the only Dwarf left in the room was Firetower. From his cloak the new Leader pulled out the book he had found in Fireheart's office. Time had worn the binding and the pages were yellowed but the gold lettering on the cover was still intact:
Personal Journal of Fireheart Dikemet, Leader of Helmthundered.

Placing the book atop the sarcophagus he turned to leave, stopping at the richly decorated door. Affixed to the middle of the door was a clay seal. Removing the ring from his finger Firetower pressed it into the soft material, leaving Fireheart's symbol on the sealed door for eternity.

I've begun crosstraining Kanet and Argonnek with swords. The mining has uncovered several gem seams and the engineers are finetuning the weaponry and making ballista bolts.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **March 31, 2010, 09:40:14 am**

Argonnek and Kanet are marksdwarves, right? If so, hammer training might be more effective.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **March 31, 2010, 11:58:54 am**

I asked that Kanet become a dwarf capable of wielding every kind of weapon in the place. As he lost family, his lover is in the military, and he was saved by the good graces of the fire heart and islandcall. Kanet intends to leave this plane after matching the kills of every member of the military up til this point. (he has a long, LONG way to go thanks to three particular individuals.)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **March 31, 2010, 12:18:25 pm**

You might want to give up the idea of matching the kills of every Dwarf: 2 reasons.

1: They're going to keep getting kills unless I send only Kanet into every battle...which would probably kill you quickly.

2. Currently the number of kills by Warriors/Apprentices is 641...You have 1 kill so that only leaves 640 to go :o

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 01, 2010, 02:42:22 am**

WAS going to have another update ready in the morning but the game decided to crash on me.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **April 02, 2010, 04:54:12 pm**

640 to go it is.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sonerohi** on **April 02, 2010, 08:25:56 pm**

Wok will outmatch him, easily, for Wok uses 2 weapons to his 1.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **April 02, 2010, 09:09:36 pm**

And Firetower will outmatch him via voodoo magic and speardwarfship!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 03, 2010, 02:21:05 am**

Quote from: Barbarossa the Seal God on April 02, 2010, 09:09:36 pm
And speardwarf sill outmatch him via voodoo magic and speardwarfship!

I think you mean Firetower, Speardwarf's new leader name.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **April 03, 2010, 10:04:54 am**

Current total. Not current total and continuing. that's nuts. He'd be dead or everyone else would have to be. lol.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 07, 2010, 02:33:06 am**

Of all the possible problems we could have I didn't see that one coming...

15th Granite

The dining hall of Flamebanner was filled with the sound of Dwarves chatting over a meal or a mug of rum. Work was proceeding well on the various projects around the fortress and not a peep had been hard from the Goblins or Undead.

The joyful atmosphere was broken suddenly by a scream. One of the farming Dwarves was standing by the booze barrels, screaming her head off.

"What is it?" Jillian shouted to be heard over the screams.

"The booze...Its gone..." The Dwarf stammered. "Its never been gone before."

"Calm yourself." Jillian said. "Skid just hasn't brought any more down from the storerooms yet. I'll go myself and see whats keeping her."

As Jillian reached the landing of the workshop and storage level she heard a series of crashes coming from the Craftdwarves Workshop. Pushing open the door she saw the Master Chef and Brewmaster of Flamebanner sweeping tools off the workbenches and furiously drawing pictures of quarries, forests and a number of other things.

Backing out of the workshop she left the moody Dwarf to her drawing and headed for the storeroom.

Her eyes widened as she turned and ran to Firetower's office...

The Leader of Flamebanner and several others stared in horror at the storeroom. Empty floor stretched across the room, broken only by a few barrels.

"Newb...Send the Bookkeeper to my office." Firetower said as he turned away...

Firetower was staring at the papers piled on his desk when Newb arrived with a nervous looking Dwarf behind her.

"This is our Bookkeeper?" Firetower asked.

"Not quite." Newb replied. "Fireheart was our Bookkeeper and since his death Zasit here has been trying to keep things counted but without training the books have become useless."

"And nobody knows when Skid vanished into the Workshop and shes still in there." Firetower said, turning to Zasit. "What do we have left?"

"About a half dozen barrels of fish and turtles. Theres not a drop of booze left in the fortress either." Zasit answered, consulting a tablet produced from his pocket.

"Get the farm running again. That should sort this out." Firetower commanded.

"Um...We...Can't." Zasit slowly replied. "We're out of seeds as well."

"Newb, start rationing what we have left and make sure the well is still working. I hate to say it but we're going to be drinking water for a while."

All three Dwarves shuddered at the very thought of drinking that tasteless, unintoxicating stuff...

Yes, somehow we managed to run out of booze and nearly run out of food. Our Chef/Brewer is likely to go nuts since she apparently wants stuff we don't have.

This could be interesting.

EDIT: I almost forgot, Mothwing was voted the new Mayor.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **April 07, 2010, 08:06:25 am**

Well, that's new. Hopefully some of the food is plant-based, so the seeds can be retrieved and planted. Otherwise, we're gonna need a caravan.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 07, 2010, 05:50:36 pm**

Only a single loss so far and they weren't even hungry when they died.

26th Granite

Mothwing was busily checking her patients when Firetower and Jillian walked in. "How are the wounded?" Speardwarf asked. "I'm doing

all I can but they'll die without food." Mothwing replied. "Wok is already weakening and the others won't be far behind."

"Aside from a few scrawny fish the storeroom is empty." Newb said sadly. "I think we may have to face facts: We can't feed over 100 Dwarves on fish alone."

"Who would have thought it would come to this?" Mothwing said. "We've held off the Goblins, Undead and all their allies for years and now its looking more and more like starvation will be what destroys us..."

The demon Uktang, ruler of Goblins gazed down from his throne as his minions feasted. Skeletal guards watched over their masters, protecting them from any Goblin treachery.

As more food and drink were brought out by prisoners forced into servitude one of the cloaked figures left his guards and ascended to stand before Uktang. "We have struck a great blow to the Dwarves." The figure rasped as he bowed before the demon.

"The spell we used to empty the Dwarves stores claimed a few of our lesser sorcerers but the sacrifice is small compared to the advantage we have gained. By the time our forces reach that miserable fortress the inhabitants will be too weakened by hunger to put up any real resistance, their legendary Warriors will be dead and dying and our soldiers will lay waste to the territory..."

Nice that I was able to turn the food problem into a piece of story. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **April 07, 2010, 09:07:21 pm**

If need be, the strong should eat the weak. It's the dwarven way.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 07, 2010, 10:09:20 pm**

30th Granite

"We've lost a Miner after he suffocated and the other three members of the Mining Team are still unconcious. I think the lack of booze is clouding their judgement. Thats the only reason experienced Dwarves could cause two cave-ins in a row." Mothwing said as Kanet looked over the remaining Miners.

"The good news is that they succeeded in mining out a trio of rooms open to the surface, Legolord and the Masons are putting the glass roofing on now and Jillian's team is busy planting the seeds we found." Kanet replied.

"We have space set up in the Underground Greenhouses for Prickle Berries, Fisher Berries and Wild Strawberries so far. With the fish Morul is catching we might just survive until the supply caravan arrives in Fall."

"Plus we discovered a couple of Plump Helmet seeds in a bag at the back of the storeroom so the main farm is working as well. We'll still need someone to oversee the cooking and brewing though since I doubt Skid is going to survive." Mothwing added...

Not really sure where the Plump Helmet seeds came from since before I sent the foragers out the status screen was showing 0 in the seeds section. Guess we got lucky and someone was eating a Plump Helmet. :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **April 07, 2010, 10:22:03 pm**

Phew, that was close. Barbarossa could use a new skill, if you need a new manager.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 07, 2010, 11:10:40 pm**

Hey, we're not safe yet. We have things growing but it won't be enough to keep over 100 Dwarves going until a few harvests come in. Plus we have to have enough extra to brew booze as well.

Took forever to find a spot to put the greenhouses that wouldn't cause problems so they better pay off.

I may just add City Manager to Barbarossa's duties...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 16, 2010, 02:51:35 am**

14th Slate

Kanet was just coming back from a patrol with Argonnek and Bubbles when he spotted Akhier carrying a body over his shoulder.

"What happened?" The Deputy asked, hand on his axe handle.

"I'm guessing that this guy was supposed to be our new Dungeon Master." Akhier replied. "He may have a way with the more exotic creatures but it looks like the wolves got him."

"Find him a place in the tombs then report it to Firetower." Kanet said, heading inside with his patrol behind him.

21st Slate

The door to the workshop nearly broke off its hinges as Skid smashed it open with a terrible cry. Everyone nearby took one look at her deranged face and fled in all directions as the Master Chef smacked a cat into a wall on her way to the stairs.

Her descent turned into a fall, depositing the dazed Dwarf on the floor of the Bedroom level next to her severed right leg.

Kogan, Bubbles and Arzez were surrounding her and a blow from Kogan's weapon ended the rampage of Skid. Though saddened by the loss of such a fine Chef and Brewer the Warriors were glad they could defend their home from even a Dwarven threat.

Skid is dead, Dungeon Master Fath is dead, Barbarossa is City Manager, Food Supplies are on the rise...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **April 16, 2010, 06:14:19 pm**

Are our mighty warriors (me) well fed? The last thing we need is a bunch of hungry dwarves with weapons.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 16, 2010, 07:25:05 pm**

So far everybody is still fed...at some point. A few Apprentices are complaining about hunger and the everyone is starting to be upset by the lack of booze but for the moment things are stable.

I'm trying for at least a 1000 before I start Brewing booze again and so far we're only at 400. Got the barrels ready though ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **April 16, 2010, 07:28:23 pm**

Derek wonders if he got that artifact from some time ago.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 17, 2010, 03:08:36 am**

You'd have to refresh my memory on which artifact you're talking about. We have a few artifacts around here :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 17, 2010, 03:23:51 am**

15th Felsite

Sarek was busily hammering a new blade for the Armory when something caught his attention. Laying his hammer down he moved over to where Zaneg was melting down inferior items for reforging.

"Do you smell that or is my nose playing tricks on me?" Sarek asked his fellow Metalworker.

Taking a deep breath Zaneg's wide-eyed look told Sarek all he needed to know. The 2 smithes rushed from the room, barely taking the time to cool the forges.

The smell was everywhere. From the Courtyard down to the Bedrooms Dwarves came running to join the crowd that had followed their noses to the workshops.

Sarek and Zaneg arrived just as the door of the shop opened and the delicious smell of freshly brewed booze hit them. Flamebanner's new Brewmaster, Thob Sackfortune was nearly trampled as the crowd surged toward the barrel he rolled out of the Brewery.

Others helped Thob bring out a dozen or so barrels of fresh booze to the cheering of the crowd. Everyone would sleep better now that the booze once more flowed freely.

There were literally like 6 Dwarves in the Still drinking. It was like a little party in there...with good reason I suppose :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 17, 2010, 03:51:14 am**

The Philosopher and Hammerer just got married. We're over 2000 food/booze now, most of which is biscuits and strawberry wine.

Also Kanet is now Thunderclan's Deputy AND Master Warrior. He has attained a Legendary in all areas: Unarmed, Spear, Sword, Axe, Hammer, Mace, Crossbow, Armor and Shield.

Right now he is carrying an axe Masam, Let me know if you want him to wield something else.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **April 17, 2010, 07:54:05 am**

I'd love for him to have tanak's crossbow still with the axe there so he can yank it out in melee. Soon, soon the enemies of Flamebanner will FALL!!!!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 17, 2010, 12:35:21 pm**

I'll see if I can track it down then.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **April 18, 2010, 11:16:47 am**

This is going well. Firetower should practice wrestling for when he gets his spear jabbed into someone, though.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **April 18, 2010, 12:10:16 pm**

i was supposed to have that statue i think.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 18, 2010, 01:41:56 pm**

Oh, Yeah...Forgot about that. Have to figure out where your room is too...I think you have a room...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **April 18, 2010, 01:52:24 pm**

If i don't...

RAEG!!!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 18, 2010, 02:54:35 pm**

Its getting tough to keep track of rooms with over 110 Dwarves. Plus I have to keep cracking down on those sneaky Dwarves that try to have 2 rooms because they're married. :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 18, 2010, 03:07:07 pm**

Found it. Derek has one of the rooms in Mansionbrimmed Manor. And now he has a artifact diorite staue as well.

Also we now have an artifact Goblin Bone statue if anyone wants it.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **April 18, 2010, 03:56:56 pm**

Derek Has been Estatic lately. He has admired an Artifact lately. He anticipates charging into a seething mass of goblins soon.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 18, 2010, 04:35:14 pm**

Quote from: dermonster on April 18, 2010, 03:56:56 pm

Derek Has been Estatic lately. He has admired an Artifact lately. He anticipates charging into a seething mass of goblins or Undead soon.

That seems more appropriate for Flamebanner :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **April 19, 2010, 01:57:43 am**

Oooh, gobbo bone statue? Can I have it? :D Also, yay, the alcohol's back! :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 20, 2010, 02:50:14 am**

Hexed now owns the Goblin Bone Statue

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 20, 2010, 03:27:11 am**

19th Hematite

When the alarm was sounded Firetower sprang up from his desk and grabbing his spear, ran for the gates.

The Warriors had already gathered around Kanet who had been overseeing much of the training and assigning of patrols since Firetower had risen to leadership.

As Firetower appeared in his battle gear Kanet stepped back, giving him command of the Flamebanner Warriors.

"What is it this time?" Firetower asked.

"Goblins, sir." Mingkil replied.

"Thats a nice change. Finally something I can stab." Firetower said with a smile.

He turned to Kanet. "I'll take my squad out and remove the threat. Have everyone else guard the gates."

Gathering his Warriors around him Firetower headed out...

Kodor and Osod Ugog fought in perfect unison as their maces struck down a pair of Goblins. Nearby Lorsith sent a Sword Goblin's head flying into one of its companions before killing that one as well.

Gumar Ast was having a tough fight against a pair of Wrestlers and a Pike Goblin while a Bowgob tried to pick him off from a distance. He got plenty of use out of his shield as he blocked arrows and dodged pike swings.

Mingkil dodged around a Macegob's swing and smashed his shield into the invader's face, sending him stumbling as the Warrior drew back his hammer and swung, hitting and launching the Goblin into the trees. Glancing around to be sure there were no other enemies around he moved to join the group watching Gumar fight.

The Dwarf had already smashed a Goblin's chest with his mace and a second was trying to crawl away with crushed legs when one of Gumar's daggers bit into his neck.

The Pikegob swung his weapon only to find it knocked out of his hands as a spiked ball hit him, granting him a surprisingly quick death. Seeing his fellow Goblins killed broke the Bowgob's resolve and he turned to flee but found himself facing a wall of shields and sharp implements covered in goblin blood. As he considered his options Gumar pulled out a dagger and sunk it to the hilt in the Goblin's back, severing the Goblin's spine.

Wiping the blood from the blade Gumar headed back to the fortress, looking forward to a good drink of Dwarven Wine.

His squadmates followed with Firetower in the back, saddened by the lack of things to stab with his spear...

Goblins came back...They didn't survive very long but did kill 2 named cats.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 20, 2010, 03:42:39 am**

25th Hematite

Firetower was reading a letter brought by the Trade Liason of the Mountainhomes when Kanet knocked at his office door.

"You wanted to see me?" Kanet said as he entered the room.

"It would seem we're gaining quite a reputation in the Mountainhomes and other fortressess. The Liason brought me a letter from the Council saying that we won't be getting any immigrants this year." Firetower replied

"This is one of the best defended places in the world though." Kanet said.

"Either way, we've been declared a Cursed Death-Trap so nobody wants to come here now." Firetower said as he handed his Deputy the letter he'd been reading.

"Probably for the best, since we're just starting to rebuild our stocks." Kanet said after glancing over the letter.

I guess the losses were bound to catch us eventually. Not like anyone could come here anyway though with the maximum number set at 100. Still plenty of kids showing up though ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **April 20, 2010, 08:41:30 pm**

what ever happened to the titan statue? Also, it appears that me dwarf has a new legion of children to train once they come of age! hopefully he'll have some o his own eh?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 20, 2010, 09:40:28 pm**

You'd have to marry Argonnek first...and somehow that hasn't happened yet considering the amount of time they spend together.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 27, 2010, 10:02:18 pm**

12th Malachite

Smashing the skeletal guards into the walls Uktang grabbed one of the cloaked figures by the throat. "You promised me that they would be dead!" Uktang roared as he lifted the suffocating figure into the air. "My soldiers were slaughtered before they even reached that cursed fortress!"

"Put him down Uktang." Kaloh said, appearing behind the Demon with a group of skeletal creatures. "Yes, that plan may have failed but we have plenty of others." Skeletons stepped forward as Uktang dropped the figure to the ground.

Turning to the red robed Kaloh he growled. "You better Kaloh, my people are not as expendable as yours."

"I've already begun the next stage of my plan...Even if it fails Flamebanner will be effected."

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 27, 2010, 10:46:14 pm**

16th Malachite

"I think thats it for this year Idil." Newb said as she rolled up the papers detailing the new trade agreement. "Come in!" She said as someone knocked at her office door.

As the heavy slab of stone swung open the sounds of partying Dwarves drifted in with a rather worried looking Human. "Idem? What are you doing down here, I thought you were meeting with the Nobles?" Idil asked as the Diplomat came forward.

"I finished, there wasn't alot to say." Idem replied curtly. "You could have started back you know. We would have caught up once the merchants finished packing." Idil continued, disregarding the young man's tone.

"There was...something I had to do before I left." The Diplomat said, pausing between Idil and Newb. "Since you're here I'm guessing you wanted to meet Flamebanner's Trademaster, Newb?" Idil asked.

"More or less." Idem replied as he whipped out a dagger and drove it into the Trademaster's side. The Diplomat was already out the door when Newb hit the floor, blood flowing from the wound as Idil stood stunned by what had just taken place.

The Warriors were scouring the territory for the Diplomat. Newb had been uncouncious when Mothwing reached her side and Idil was still to shaken to talk sense so Firetower had given the order that the Human be apprehended.

A shout from the South gates brought a half dozen Warriors running with weapons drawn, ready to fight. What they found was unexpected. Idem's body was laying just outside the gates. The body looked completely unharmed which was strange considering he was dead. Derek gestured to a pair of Warriors to pick up the body so they could bring it back to Mothwing.

Derek gazed uneasily at the forest beyond the border for a moment before ordering his men back inside.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **April 28, 2010, 08:09:02 am**

Very spooky!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 28, 2010, 02:16:27 pm**

18th Malachite

"He looks completely unharmed." Mothwing said as she moved around the Dwarves gathered around the Diplomat's body. "But if you take a close look at his neck then you'll find the reason for Idem's death."

"Some sort of dart?" Firetower guessed after looking at the wound.

"You should be able to guess Firetower, you nearly ended up like him." Mothwing replied, taking a book down from one of the shelves and flipping it open to a picture of a clawed creature with wings and a barbed tail before handing it to the Leader.

As his eyes fell on the picture the color drained from Firetower's face. "A Shadetail?" He asked, glancing at the Medicine Dwarf.

"Yes." Mothwing replied. "Just being scratched by it's tail almost killed you. The Human had no chance of survival."

"But why kill the Diplomat?" Kanet wondered aloud.

"My guess is that he served his purpose and was disposed of." Mothwing answered. "Though he failed as Newb still lives."

"Kanet, I want more patrols on the borders. This may be the first act of our next battle." Firetower said as he turned to leave...

Newb is just fine and the Shadetails make a reappearance.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 28, 2010, 02:37:37 pm**

21st Galena

"Etest."

The Weaponsmith woke to the stifling heat of the magma. Glancing around he realized he was sitting atop a rocky island in the magma.

"Etest." The Dwarf spun around and was surprised to find himself face to face with the former Thunderclan Deputy, Sir Nil.

"Apoligies for disturbing your rest." The Warrior said with a smile. "But we had to speak. You're a talented Weaponsmith and have forged numerous deadly weapons and thick armors. But those are still mere iron objects."

Etest started to speak but was silenced by a look from Nil. "We have Flamequill and Islandcall, Chasmshield and Blazepulled. But it is not enough. If we hope to stand against our enemies we need more powerful objects."

As a confused look crossed the Weaponsmith's face Nil sighed. "Its time to create your masterwork, the culmination of all your skill into a single object that will be remembered for centuries. I will help you as much as I am able but we must be quick..."

Etest sat up in his bed, wide-eyed as he recalled what had just happened. Grabbing a tankard of wine to drive the sleep away the Weaponsmith rushed off to the forges...

It took a while but he finally got hit by a mood. Now to keep him from dying...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **April 28, 2010, 04:02:10 pm**

25th Galena

"213,600." Newb said as she inspected every inch of the spear Etest Kudar had created. A blade of Nickel adorned with rings of cave spider silk while several gems sparkled in the light. The name had been set into the weapon with Goblin bone: Storlutanban Ungeg Tomus, Dimplelathers The Failure of Shoving.

A new weapon up for grabs. ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **April 28, 2010, 08:01:39 pm**

An artifact spear would make a nice upgrade for Firetower.

(assuming that artifacts deal bonus damage)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **hexedmagica** on **April 29, 2010, 01:55:49 am**

Barbarossa: They have a multiplier that's larger than masterpieces, as far as I know

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **darkflagrance** on **April 29, 2010, 02:22:45 am**

Unfortunately, nickel starts with the 50% multiplier, so I suspect that masterwork steel exceeds it.

Doesn't mean it isn't an excellent weapon though. But I fear that the sparring needed to get to masterwork spear will claim many lives.

Their sacrifices shall be remembered!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 05, 2010, 01:09:39 am**

10th Limestone

The Goblins ducked down into the shadows as a pair of heavily armed Dwarves passed nearby. With all the patrols the Dwarves were doing Axelord Snodub Terrorsnots was finding it hard to lead her soldiers to the gates. Though it might have been easier if one of her Wrestlers hadn't gotten himself caged and alerted the Dwarves.

The snapping of twigs made Snodub glance around nervously as she drew her great axe. The Goblin breathed a sigh of relief as the sound faded and so was stunned when a Dwarf in full armor leapt out of the brush, sunlight shining off the twin swords in his hands.

"Attack!" Snodub called to her men as she charged the Dwarven Warrior...

Didn't even realize Wok was finally out of bed but apparently he is and he wasted no time in finding a fight...with an Axelord.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 05, 2010, 02:14:24 am**

10th Limestone Continued

Wok was thrown backward by the force of the Goblin's attacks as Derek and Tamunshin fought the other invaders. As the Dwarf regained his footing he glanced over his severely banged up armor, tiny cracks running acorss the breastplate.

The Goblin advanced and swung the axe again, cutting deeply into Wok's left arm. The Dwarf's sword fell into the grass as he charged the Axelord, second sword swinging for her neck. Snodub ducked under the weapon and Wok screamed as the axe sliced completely through his left arm.

Stumbling as the loss of blood weakened him Wok was unable to block the next swing of the axe in time and fell lifelessly to the ground. His head joined the body a few moments later...

I so did not see that coming...The Decapitator was decapitated.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 05, 2010, 02:45:53 am**

10th Limestone Continued

As he watched Wok fall Derek felt rage overtake him. With eyes glazed over by trance the young Warrior grabbed the swords from Wok's fallen body and severed arm and with a fierce battle-cry leapt at the Axelord, blades searing through armor and goblin skin. The Axelord was still glaring when her head and upper body hit the ground a few feet apart.

The fortress was gathered in the courtyard as Derek and Tamunshin returned with Wok's body and head. Firetower was standing at the fortress entrance waiting for them.

"Wok was one of our best Warriors. His loss is a great blow but we can not allow it to weaken our defenses. Sarek? Start production of Wok's burial furniture. Use whatever gold and iron we have in stock."

Before the assembled Dwarves could wander off Firetower called them back. "I have one more thing to say. Seeing as Derek's performance today was so impressive I am granting him Wok's title of Decapitator."

Turning the Leader approached Derek, only pausing to remove the scabbards from Wok's body. "The Swords of Wok are now yours Derek." Firetower said as he handed over the blood-red scabbards. "Use them well..."

Wok is dead, and Derek decapitated 4 Goblins including Snodub so I gave him the title as well as Wok's blades.

Sonerohi, if you'd like a new Dwarf let me know :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **May 05, 2010, 07:12:58 am**

Well, that was surprising.

Seems all the veterans are dying.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **May 05, 2010, 11:44:07 am**

May the Gods preserve us...Wok is gone. Our military falls piece by piece. I'll speak to Firetower later. We need more men. Better trained, better protected apparently. The founders...my memory is hazy, was Wok the last of the early ones? It appears to be time for the new to take their place in the history books, I will not let this fortress fall. We have earned the right to be here. No denizen of the darkness will drive us from here. There is much work to be done. I must see to it that no more dwarven blood is spilled needlessly. If Armok is hungry, let it be the blood of our enemies that sates his thirst. I'm off to see our leader. And propose a much more intense training regime for our remaining soldiers, and a recruiting campaign...If we could go and make war on the bastards ourselves, I'd suggest that even.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 05, 2010, 12:30:01 pm**

Yes, all of our most experienced Warriors have passed to Armok: Hawkfrost, Kornash, Wok, Vabok and Sir Nil. And yet our walls still stand. :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **May 05, 2010, 02:27:14 pm**

I AM A STORM OF VENGEANCE! HOO RAH!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **May 05, 2010, 07:47:54 pm**

I really did not see that one coming. Does this mean Firetower is the last veteran?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 06, 2010, 12:28:14 am**

Firetower is the most experienced of the remaining Warriors but Arzez and Tamunshin are veterans as well...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 13, 2010, 01:58:07 am**

25th Limestone

"I, Firetower, Leader of Thunderclan call upon our ancestors to look down on these Apprentices. They have trained hard to understand the ways of your noble code and I commend them to you as Warriors in their turn."

As the Thunderclan Leader spoke he turned toward the group of four young Dwarves lined up to one side of the platform. "Mingkot, do you promise to uphold the Warrior Code and to protect and defend this Clan, even at the cost of your life?"

"I do." The Dwarf replied as the other 3 gave their promises.

"Then by the power of our Warrior Ancestors I give you your Warrior names."

"Mingkot, from this moment you will be known as Stoling."

"Kol, from this moment you will be known as Amud."

"Edem, from this moment you will be known as Sumun."

"Kubuk, from this moment you will be known as Totmon."

"We honor your courage and skills and we welcome you as full Warriors of Thunderclan."

As the ceremony ended cheers broke out from the crowd gathered around the platform as Dwarves called out the names of the new Warriors.

Firetower waited until the cheers died down before he spoke again. "In light of the fact that our enemies continue to attack with ever growing numbers and the training of new Warriors takes time I have agreed to the offer made by a trio of soldiers from the Mountainhomes."

The crowd watched as the soldiers came to stand beside Firetower who began to speak once more.

"Ancestors, you know every Dwarf by name. I ask you now to take away the names of the Dwarves before for it no longer stands for what they are. By my authority as Clan Leader and with the approval of our Ancestors I give these Warriors new names."

"From this moment they will be known as Mirstal Mothbottle, Rithul Fightanvils and Ingtak Gearlabors. We honor your bravery and welcome you as full members of Thunderclan."

The newest members of the fortress grinned as the listened to the cheers of their new Clanmates...

7 new Warriors, crossbow, axe and spear Dwarves, Puts us around 25 Warriors now.

Finally figured out the trick to adding outsiders to the Clan which not only boosts our fighting ability but fits perfectly with Thunderclan's style. :D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 17, 2010, 05:58:19 pm**

Not alot going on in the fortress as I'm trying to shift the massive pile of stone in the hills. At least several hundred pieces that have to be moved before I can begin my next big project.

Out of curiosity I took a look at a few of the families in Flamebanner. Orwen and Legolord have the biggest families: Orwen has 11 kids and Legolord 12

Also created a new gem storeroom as we had alot of gems still mixed in with the rock pile.

Finally I dug out a second entrance opening into the Hotel Courtyard to hopefully cut down on some of the traffic in the entrance...I did not plan that entrance as well as I could have.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 17, 2010, 07:27:31 pm**

Well...That was rather messy, we came under siege again and suffered I believe the highest number of deaths ever...in the first of the 3 fights. Flamequill burned quite a few skeletons though...

Also realized yet again how bad I am at matching names and genders in this place...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 17, 2010, 07:39:08 pm**

10th Moonstone

"Sable, Arzez. I want you to take your squads and remove any threats." Firetower was saying as the Warriors suited up for battle. The Undead had been sighted once more along the Western border and the alarm raised.

"Argonnek, I want your squad up on the walls in case any skeletons manage to get through. Derek, You'll protect the fortress gates." As the squad leaders nodded Firetower turned to Kanet. "We'll remain in the courtyard, ready to reinforce anyone who needs it."

With weapons at the ready and shields slung onto backs the Dwarves headed out to battle...

Which will happen once I decide how to write it...That Swordmaster was tough! :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **May 17, 2010, 09:20:15 pm**

Updates! Woo! Anyway, I noticed a lack of electric death for my enemies, is this intentional (Run out of battery-bolts), or is it a random forgetfulness?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 17, 2010, 09:58:04 pm**

Random forgetfulness on my part :P

Should have the first battle report up in an hour or 2

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **May 17, 2010, 11:23:35 pm**

we...are doomed aren't we thunderclan? I can see it now...only casualties were the military in the courtyard.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 17, 2010, 11:38:40 pm**

We...may be doomed...Eventually...Hard to say at this point...

About half our Warriors were stationed in the Courtyard with Firetower and Kanet.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 18, 2010, 12:54:28 am**

10th Moonstone

As they reached the top of the hill Sable and Arzez ducked down, using the scattered boulders as cover to advance along the narrow ledge. The rest of their Warriors were strung out along the trail from the border.

This part of the hill was surprisingly flat so it was only a few minutes before the Undead came into view. Almost a dozen Wrestlers, a pair of Pikemen all following behind a Skeleton clad in full armor and carrying a two-handed sword with several very painful looking spikes jutting out of the blade.

Easing Flamequill out of its holder Sable signalled Arzez to follow her. Leaping out from behind the boulder with a fierce warcry Sable charged the Undead as small flames sprung up at the edge of the axe.

As a pike blade bounced harmlessly off her armor the Warrior crashed into a trio of Wrestlers, sending all 4 of them tumbling over the edge while Arzez parried the blow of the Swordmaster.

Sable grinned beneath her helmet as a Wrestler's bones snapped under the impact with the rocky ground. She rolled clear and was on her feet before the remaining 2 could untangle themselves.

Flamequill lashed out, searing through a bony arm and inadvertently freeing the pair who instantly went on the attack, throwing punches and kicks as they tried to either back Sable into the wall or over the edge.

Arzez screamed in pain as one of the sword's spikes stabbed deep into his shield arm. The Swordmaster had not even a scratch on him despite the Warrior getting several strong blows in. Rolling between the Undead's legs as he brought his weapon overhead Arzez swung at the creature's neck but was blocked at the last second by a pike as a fist slammed into his helmet, sending the Dwarf staggering forward.

Turning he lunged forward, slightly disoriented by the attack but he was rewarded with an unearthly cry as iron severed a Wrestler's spine. A dark cloud rose up from the former Undead and dissapated in the wind...

Keshan glanced worriedly at his bleeding friend as they moved along the trail. Govos had never recovered from the chest injury he had recieved a few battles ago and blood continued to stain the Axedwarf's armor red.

The sounds of battle driefting toward them shook the Dwarf from his thoughts as the fighting came into view. Letting loose their own battle cries Govos and Keshan charged, followed by another half dozen Dwarven Warriors...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 18, 2010, 01:29:42 am**

Arzez was clutching his arm as he wobbled backwards. Another hit had broken the armor and cut deeply into the Senior Warrior's left arm. Silently praying to Armok for help Arzez felt new strength entering his weary limbs. The appearence of his squad also helped turn the tide as half the foes surrounding Arzez moved to attack the new arrivals.

As Armok's strength washed over him Arzez felt his thoughts drifting only to battle and victory as he charged into a knot of Wrestlers...

Sable was glancing around for an opening as a pair of Wrestlers and a Pikeman backed her against the edge. The skeletons had slid down from the main battle and forced her to give ground before them.

An odd whistling sound made all of them turn as a strange looking bolt fell from the sky. The force behind it drove it into the breastplate of one of the Wrestlers. A moment later the creature burst into flames, flailing wildly for a few moments before he fell over the edge thanks to Sable's shield smacking him in the skull. The remaining enemies, fearing more fiery death...or redeath...were scrambling back up the slope...

Rithul flew backwards, crashing to the ground and rolling a few more feet. He didn't rise again as the Wrestler who hit him turned back toward the other Dwarves.

The killer was swiftly cut down by Arzez, who though still bleeding from a number of cuts as well as the larger wounds on his arms was fighting like he was completely unhurt.

Totmon was the next to fall. Blinded by a slash from the spiked sword of the Undead squad leader he was helpless to defend against the blow that removed his leg or the follow-up that claimed his life.

Mirstal, eager to avenge his friend's death was easily disarmed and beheaded by the armor clad skeleton.

Sable was shocked, 3 of her squad dead in a matter of minutes, it was a bad way to show Firetower she was ready to lead a squad if half of them died in their first fight. Cleaving a Wrestler in half with her axe the Warrior began to cut a swathe of flying bones through the Undead, making a path toward the hated Swordmaster..

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **May 18, 2010, 01:47:22 am**

Kanet flinched as he watched from the court yard. Dwarves fell, although a fair few fell with them. He glanced uneasily over at Firetower, then up at argonnek on the walls. His weapon in hand he nodded. "Some o them have been chased off... and the youngin seems to be in a mood. Wouldn't it be best to strike while the hammerings good?" Turning his thoughts to the ancestors while he waited for a reply, he sent a silent prayer to his brother praying he'd join him in battle amongst the foul creatures.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 18, 2010, 02:18:30 am**

Arzez's blade was a blur as he blocked and parried blow after blow, the Pikeman he faced forced backward. As he bumped against the wall Arzez lunged, driving his sword straight into the skeleton's skull. As the now lifeless bones clattered to the ground Arzez turned and barely avoided a blow from the Swordmaster who was somehow still alive.

Fear took root in the Dwarf as the pain and weariness returned. The loss of Armok's strength was the final straw as the Skeleton drove his blade into Arzez's chest. The Warrior gasped in pain as he fell into Armok's fiery embrace, sword still gripped tightly in his hand...

Sable grunted as she pulled her axe out of the skeleton's skull. The creature had not gone down easily and that blasted sword had left dozens of dents and scrapes on her armor. A sudden wave of anger claimed her as she looked over the unmoving bodies of four of her friends. Drawing Flamequill back over her head the Warrior brought it down on the Swordmaster's body, flames flaring up and burning the bones black in seconds...

Keshan couldn't speak as he helped Govos up. The Axedwarf was horribly pale from blood loss and fell back to the ground. "I'm done." Govos rasped. "There's no way I'll make it back to the fortress. Keep Flamebanner safe, don't let the Undead and Goblins overrun our territory..." Whatever else the Dwarf was going to say was lost as he passed to the ancestors.

"Keshan." Sable said as she placed a hand on the Dwarf's shoulder. "We've suffered too many losses here. Get back to the fortress and tell Firetower to bring his reinforcements."

"What about you?" Keshan asked. "I'm going to take the remnants of Arzez's squad on and hold the next group as long as we can...So be quick. If the next group is as tough as this one 4 of us won't last long."

"I'll tell Argonnek as I pass as well. Maybe she can send you some help sooner." The Warrior said as he took off at a run

Gathering the surviving Warriors Sable took the lead as they moved farther along the hilltop...

5 Dwarves dead...2 Senior Warriors and 3 new recruits. That Swordmaster was just brutal. Sable killed 14 of the squad including the Master though.

Also discovered that Arzez was Argonnek's sister...and Firetower's lover. Like I said I'm bad at the name/gender thing :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **May 18, 2010, 02:24:59 am**

Intense.

What are the kill numbers now?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 18, 2010, 02:50:34 am**

This is what I have on record...Though I may be missing a few.

Wok: 80
Nil: 97
Hawkfrost: 59
Vabok: 28
Kornash: 24
Firetower: 79
Iton: 9
Bob: 52
Arzez: 32
Tamunshin: 27
Keshan: 6
Giken: 8
Catten: 4
Kogan: 8
Govos: 42
Fred: 1
Bubbles: 0
Tanak Masam: 2
Mamgoz: 1
Sakrith: 2
Toltot: 23
Tharnas: 5
Tarmid: 2
Nekik: 4
Volal Togal: 2
Argonnek: 6
Kanet: 1
Derek: 16
Soshosh: 8
Otil Kurel: 8
Osod Ugog: 2
Kodor: 3
Mingkil: 3
Stesok: 3
Gumar Ast: 7
Lorsith: 2
Sable: 19

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **May 18, 2010, 07:50:42 am**

Holy cow, these skeletons are tough cookies!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 18, 2010, 06:01:40 pm**

These Undead are just EVIL! >:(

10th Moonstone Continued

With Sumum and the tattered remnants of Arzez's squad behind her Sable hurried toward the next enemy squad. A few stragglers from the first group were cut down as they tried to flee but the main target remained the NorthWest border...

"Find anything?" Sable asked as Sumum came over to her. "Nothing, Derek got the only one that was left. The rest have fled our territory."

"Cowards." Sable said as she returned Flamequill to its place at her back. "Let's get home then and grab a drink before they come back." With that she turned and headed to the trail that led down the Northern border..

They fled! Went over to tell the squads where to go...ALL of them and there was a single Maceman left. Derek tore him to pieces with his swords. Also a skeleton got knocked farther then I've ever seen...He flew from the Western border all the way to the door of the Shrine of Armok. I guess thats one way to make an offering to Armok ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **May 18, 2010, 06:41:33 pm**

They murdered my sister?!?!? KILL THEM ALL!!!!
((I honestly thought that Arzez was a male... and that I was an only child.))

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **May 18, 2010, 06:45:22 pm**

8)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 18, 2010, 07:14:38 pm**

Considering you have **10** brothers and sisters I'd say you were a bit wrong :D

Most of them are still alive too.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 19, 2010, 06:48:13 pm**

Well...We may lose a few civilians as I forgot that the Goblins and Undead tend to show up one after the other...and the Goblins have invaded with 4 squads, 2 of which are huddled around one of the 2 entrances to the hills.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 19, 2010, 10:04:41 pm**

Very interesting...Conducted an experiment on Goblin speed and discovered that if I make the Goblins as fast as Dwarves the tables turn on us rather quickly. There were around 15 dead before I aborted the experiment. I know not to do that again :D

I'll be playing out the real battle in a bit...which could be interesting since we have 3 Warriors charging a large group of Sword and Hammer Goblins.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 20, 2010, 04:21:24 am**

Well we won and we didn't lose any Warriors...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 20, 2010, 04:42:00 pm**

15th Moonstone

"We're being invaded!" Kanet shouted down to Firetower from the walls. "We've got Goblin soldiers crossing the border to the West and South!"

"I've got them!" Derek shouted over as he ran out of the fortress courtyard, Mingkil and Stesok on his heels...

The Goblins surged forward as Derek's group came in sight. The Warriors were stunned by how quickly they were moving. The killing of a Crafter by a leaping Goblin Swordsman shook them back into action.

Derek's swords swung in shining arcs as he chased after the murderer. All around the field civilians were running and screaming as they fled the invaders. An Engraver was brought down with a hammer to the chest as a pair of Swordsmen attacked a cat.

Mingkil found himself surrounded by Goblins that were managing to dodge everything he did. As he prepared himself for death a bolt sprouted from the arm of a Hammergob. The Goblin started convulsing as lightning arced across his body and within moments the invader was a smoking heap on the ground.

Seizing his chance Mingkil ducked under Goblin weapons and rolled through the gap made in the circle. Regaining his footing a few yards away the Warrior turned and spotted Argonnek on the walls with Ingtak and Kanet, showering bolts down onto the enemy...

Sarek inched his way along, his dark clothes helping the Smith to blend into the rock as he made for the safety of the fortress. He was so intent on remaining unseen that he didn't notice the body until he tripped over it. Spitting leaves and dirt out of his mouth Sarek glanced over at the Dwarven body that had tripped him.

Turning it over the Smith's eyes widened as he recognized one of his sons, Kubuk who had shown more interest in plants then he had in metal and so had joined his mothers team of Farmers. Tears welled up in the old Dwarf's eyes as he thought of how Jillian would react to the news that another of their sons had passed to Armok.

Sadness was replaced by fury that burned as hot as the forges as Sarek rose to his feet. A terrible sound erupted from his mouth as he ran forward onto the battlefield. The Goblin Swordsman didn't have a chance as the tantruming Dwarf jumped him, hands clawing at his face before he could bring his sword up to defend himself.

The pair rolled around the field, past the bloodied corpses of both Dwarves and Goblins. The strength gained from so many years working the forges decided it and soon the Goblin found his helmet yanked off before the mad Dwarf started beating him with the metal headgear. As his vision faded and the helmet crashed into his face the Goblin managed to drag his dagger from it's sheath and sink it into the Dwarf's leg before the darkness claimed him.

As the Goblin stopped moving Sarek's mind cleared and he dropped the helmet which by now was more a hunk of dented metal then a protective item. Pulling the dagger from his leg and tossing it aside the Blacksmith limped on toward the fortress...

Apparently you shouldn't anger old Dwarves who have spent years crafting weapons and armor if you want to live very long...Thats one part down...Who knows how many more to go. :)

Please feel free to do your own journal entries, It helps...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **May 20, 2010, 05:02:18 pm**

Derek's battle poem:

Slice and Dice, Cut and Hack
Those who kill dwarf kind
Bash and Smash, Crack and Clack

those who end our line

Move and thrust, Hit the Dust
The fate of those green slime
Stay in the Fray, Slay away,
Those who end our time

Stand and fight, With your might
Those who are our pride
Charge and Battle, through the night
For those who will not die

Chase and hunt, the little grunt,
For those who run away
Sing a song, Cheer the crowd.
Flamebanner will not Stray.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 20, 2010, 10:01:02 pm**

(I like the poem :)

With the remaining Warriors split between them Firetower and Kanet ran to join the battle as more civilians fell unmoving to the ground.

Ducking under a hammer swing Firetower sank his spearhead deep into the belly of the Goblin wielding the hammer. As the green creature squealed in pain Firetower withdrew his weapon and kicked the bleeding Goblin's weapon away.

Nearby Argonnek and Kanet were firing bolts into a trio of Wrestlers, though with little effect. As the invaders closed in the Thunderclan Deputy swung the bow onto his back and drew a sword from his belt before charging into sword range while Argonnek reached into the quiver she wore at her side and withdrew a pair of her specially made bolts.

Kanet parried a fist with his sword before twisting around and taking off the entire hand. One of the Wrestlers took a leap and kicked the Deputy in the face while his 1 handed partner knocked the Dwarf's legs out from under him.

As the air was knocked out of him Kanet heard the twang of a crossbow. The Goblins glanced toward the sound as a bolt appeared in each of their stomachs. As arcs of lightning started flashing across their skin the Goblins gritted their teeth and split up, the 1 handed attacks charging Argonnek while the other remained to fight Kanet.

Grabbing a hammer from a dead Goblin the Wrestler swung and as the heavy metal head came down toward him Kanet rolled aside and brought Chasmshield around as he stood. Blocking the next blow of the hammer and another kick the Deputy swung his blade and as the unlucky creature tried to duck took off its head.

Derek was happily carving through any Goblin who came near him. The swords were soaked with blood but the number of enemies still alive pleased the Warrior as he lopped the left leg off a Goblin that foolishly charged him.

Sable and Ingtak were a few yards away fighting back to back with a Goblin Swordmaster. Flamequill left a hint of flame as it swung and was blocked by the Master's fancy sword. The spiked crossbow butt that impacted his side brought a grunt of pain from the otherwise silent creature as he continued his attack on the Dwarves.

Firetower's spear sunk into a Wrestler's shoulder as the Dwarf swung around, driving the injured Goblin into one of his comrades. They quickly disentangled and jumped the Leader who was unable to use the spear before he was forced to the ground by the weight of 2 Goblins. Another approached the group and Firetower could tell from the hammer carved with scenes of Goblin-inflicted death and mayhem that this was a Hammerlord.

A cruel smile crossed the greenskin's face as he brought his weapon down on the neck of the Thunderclan Leader...

More civilians dead, the count is growing...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **May 20, 2010, 10:04:58 pm**

Glad you like it. Feel free to edit it in the first post as a showcase or whatever.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **May 20, 2010, 10:09:54 pm**

Wait, am I dead?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 20, 2010, 10:59:50 pm**

Once more Firetower found himself among the Dwarves who lived on under Armok's fiery gaze.

"Welcome Doldinn." A voice spoke from behind him. Whirling around he found himself facing Arzez, the light from the magma glittering off the jeweled swords at his waist.

"You have lost your first life in the defense of your Clan and have joined your Ancestors." The dead Warrior said as he gestured to the empty space beside him. Upon closer inspection Doldinn could just make out the faint fiery outline of himself.

"Your body has recovered from the injuries inflicted upon it." Arzez said. "You may return to your battle..."

Firetower collapsed to the ground as the light of the magma vanished...

Eyes popping open, Firetower glanced quickly around and found the battle still raging and Sable standing guard over his body. The young Dwarf was startled when her Leader rose to his feet and glanced around. "My spear?" He asked as his eyes searched the ground. "The Hammerlord took it sir." Sable stammered.

Cursing Firetower drew the spear he had been using for practice from his back. He glanced disgustedly at the wooden toothpick. The thing didn't look like it could hurt anything bigger than a trout but it would have to do.

Running back into the battle with Sable a few steps behind the Leader sized up the situation. Derek was still carving away at the Goblins while the younger Warriors overpowered their foes with numbers. As his eyes swept the field he spotted his weapon. The Hammerlord was wearing it on his back like a trophy.

Ducking his way through several fights the Dwarf barreled into the Goblin. "I'll have my spear back if you don't mind." He growled as he reached for it. "I think not." The Goblin replied as he swung at Firetower. "I don't know how you survived but this time I'll make sure you

stay dead!"

"Your choice." Firetower said before springing into action. Planting the spear head into the ground he sprung at the Hammerlord, smashing into his chest with both feet. Drawing his dagger he sank it into the Goblin's shoulder before tearing his spear free of the greenskin's back.

Rolling as he hit the ground he threw the wooden toothpick which glanced harmlessly off the shield that swung around to block it but also distracted the Goblin from the real threat until it was too late. As he tore the spear free of the Hammerlord's skull screams rose from the hills along with the sounds of battle...

A Swordsman screamed as flames consumed him. Argonnek's aim had been perfect and her new bolt had proven itself very handy. As Gizmo ran away as fast as he could while holding a hand over his left eye, Argonnek took a bolt to the hip. Glancing upwards she saw a small group of enemy Marksmen firing down on the Dwarves. Before she could return fire or take cover the Goblins screamed in fear.

A moment later the ground broke open, yawning into a chasm that sent the Goblin's screaming into it's depths before closing up again. A greenish light rose up from the ground and went streaking away. Argonnek's eyes followed it until it vanished into the buckler Kanet was holding as he came toward her.

"I guess Chasmshield isn't such an odd name now." The Deputy said with a grin...

Barbarossa, you are dead but not dead dead. You have 8 lives left of the 9 you were granted as a Leader. That part wasn't just story, I meant it when I said Leaders get 9 lives.

Also we lost more civilians...and a donkey

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **May 20, 2010, 11:25:44 pm**

Whew, I thought I was a goner.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 20, 2010, 11:30:09 pm**

Probably not for a while yet...Though those lives can be ripped away pretty fast...and they won't help if you're beheaded or something...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **May 20, 2010, 11:50:45 pm**

Did... He actually kill those?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 21, 2010, 12:21:51 am**

Actually...I have no idea ???

There was so much going on during that battle and afterward that I couldn't keep track of who killed what. I'm going to include a fresh kill list at the end of the report so we'll know then. :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 21, 2010, 01:14:03 am**

Quote from: masam on May 20, 2010, 11:50:45 pm
Did... He actually kill those?

No, He didn't. Oddly enough even though he has taken part in the fighting and killing of many things he is still only credited with the killing of that one Titan. Guess it comes of being a Marksdwarf, the others tend to beat you to a fight.

This is the list of kills for the siege only! I haven't changed the master kill list yet. Like I said, that will be included with the final report.

EDIT: Forgot to add the list...Oops :D

- Gumar, 8
- Otil, 7
- Soshosh, 9
- Bubbles, 5
- Derek, 5
- Tamunshin, 2
- Sable, 3
- Kodor, 10

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 21, 2010, 02:34:25 am**

20th Moonstone

Several days had passed since the battle with the Goblins and Thunderclan's territory was unusally empty of Dwarves...

"Is everyone safe?" Firetower asked wearily as he collapsed into a chair and took the tankard of Dwarven Rum the Deputy offered him.

"Yes, We finally managed to get everyone inside though we were forced to leave behind the bodies of our fallen clanmates." Kanet said sadly.

"I know you think its a bad idea leaving them out there but our first duty is to the Dwarves who are still alive. Once..."

The Thunderclan Leader's words were drowned out by the sound of things breaking and Dwarves shouting. "Not again..." The Leader muttered under his breath as he grabbed his spear from the table and left with Kanet at his side...

The Great Hall was a mess, food and drink were strewn everywhere, furniture was overturned and several statues had been badly damaged.

Thunderclan's Leader and Deputy arrived just as a fight between the Marksdwarf Amud and the Mason Rith really got going. Seperating

the pair proved easy enough and once some strong booze had been forced into them they calmed enough to be released by those holding them.

"This has to stop." Firetower said, the strain of the past couple days evident in his voice. "At the rate we're going by the time the Goblins and Undead return there won't be anything left for them to destroy except a few Dwarves."

"Kanet? Take over please." Firetower said. "I'm going to see Mothwing and visit the wounded." With that the Warrior headed for the doors.

Almost as soon as Firetower was out of sight another fight erupted between Sarek and Korgan, who as Founders were usually such good friends.

Fire appeared in Kanet's eyes as he looked on the shattered peace of the great Dining Hall. **"ENOUGH!"** The Deputy shouted, rage boiling up within him. "Fighting like this won't help anything, we've all lost people we care about to our enemies, some of us more than others. Firetower lost half his family to our enemies, I lost my older brother..."

The Deputy was interrupted by Rith trying to break free of the Dwarves holding her. Shaking his head Kanet grabbed a mug of what smelled like Sewer Brew and tossed the contents in the Mason's face. "We must stop fighting among ourselves and accept that the cost may be dear! Focus your attention back on our true enemies, those outside our borders who even now seek our complete destruction. The only way too ensure that our loved ones aren't dying in vain is to keep fighting for what they died for! Someday the ones who order these attacks will run out of minions and be forced to come themselves, and we will bring their plans crashing to the ground!"

Cheers broke out among the Dwarves as some semblance of order was returned to the halls of Flamebanner. The fire in Kanet's eyes died as a smile broke out on his face. "Get this place cleaned up and lets get back to work." Kanet said as he headed for the doors.

The Deputy paused as Derek ran into the room, fearing that another attack had already come. "Kanet!" The Warrior said breathlessly as he approached. "Mothwing sent me, She wants you in the infirmary right away..."

Next update will be the last for this report.

Sorry Masam, I would have let you have the speech but I decided to take a chance with it myself.

The tantrums were rather small anyway. I think the massive amount of engravings helped. We had a single fistfight that was cancelled because the guy trying to start it fell asleep. :)

EDIT: The Demon that rules the Goblins WILL come eventually...Right??

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 21, 2010, 03:22:55 am**

As Kanet entered the Infirmary he was stunned by the number of wounded Dwarves. According to Mothwing most were light injuries that would easily heal though some were not so simple. The Deputy paused beside the Medicine Dwarf. "You wanted me?" He asked. "The far corner." Mothwing said, a hint of sadness in her voice as she waved him off.

A knot caught in the Deputy's throat as he saw the Dwarf lying on the bed. "Minkot!" He gasped as he took a seat at his younger brother's bedside. "Kanet..." The Dwarf said between coughing fits. "I hoped you would come."

"Why isn't Obok here with you?" Kanet asked. "There isn't any work for Stonecrafter's right now and he wasn't in the Dining Hall."

"Obok's dead. He was killed in the first moments of the battle. He's with Tanak now."

"We'll have a drink in his memory once you've recovered." Kanet said as Minkot shook his head. "You'll have to have that drink alone. I'm too badly injured. Mothwing dulled the pain so I could hang on to life until you arrived. Soon I'll join Tanak and Obok in Armok's service..."

The Thunderclan Deputy let his face fall to the bedside as Mothwing came over with Argonnek. "I know this is a bad time for you Kanet." Argonnek began. "But Edem has been effected even more." Kanet's head shot up at the mention of his mother.

"The loss of 2 sons hit her hard. Now shes huddled in the Hall of Heroes, staring off into space." Argonnek finished.

"I'll go see if I can convince her to come inside." Kanet said, moving through the rows of injured Dwarves and empty beds. Argonnek stared after him before picking up the weapon belt he'd dropped and slinging it over her shoulder...

So sorry Masam but your 2 younger brothers were killed in the battle. Your mother is melancholy and I'm not entirely sure where your 2 sisters are...Except that they're alive somewhere in Dining.

And I lied, next post is the end of the report.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **May 21, 2010, 03:35:00 am**

21st Moonstone

Barbarossa knocked and stepped through into Firetower's office. "I have the list of casualties sir." The Engraver said, passing a slab of stone over to the Leader. "My Apprentice was among them." He said as he turned to leave.

Casualty Report: 15th Moonstone

- Stonecrafter Obok
- Engraver's Apprentice Dodok
- Peasant Minkot
- Child Dakost
- Planter Kubuk
- Child Kubuk
- Child Cerol
- Planter Sodel
- Henchwoman Glassmaker Mafol
- Child Ducim
- Brewmaster Thob
- Baby Olon
- Baby Momuz
- Peasant Scotty
- Child Deler
- Child Zuglar
- 2 Cats
- 1 Donkey

Injuries

<div>Gizmo: Left Eye lost Korgan: Right Arm cut by sword Tamunshin: Hip broken Bubbles: Smacked in head with hammer</div> <div>-----</div> <div>16 Dwarves dead and 4 injured...To whoever had Scotty, sorry he never got any spotlight until he died. Feel free to request another Dwarf.</div> <div>We're actually under 100 Dwarves right now...</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: hexedmagica on May 21, 2010, 05:23:54 am</div> <div>Half the casualties are children? Wow. The goblins actually hit hard for once.</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on May 29, 2010, 11:06:32 pm</div> <div>I'll be back with new updates by Monday at the latest...Been working on some new ideas to keep things interesting... ;)</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on May 31, 2010, 10:14:57 pm</div> <div>OK...Maybe I should have actually played before promising an update...So far nothing is going on, most of the fortress is Miserable from losing up to 16 friends/family. A few Dwarves are still tantruming and many are uncouncious...For some reason... EDIT: All right, I've had to take drastic measures here. I've pulled a couple artifact statues from their places and moved them to the Dining Hall. Also I've turned invasions off and they'll stay off until I can regain a grip on things around here.</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on June 01, 2010, 02:18:01 am</div> <div>22nd Opal "Orwen's dead." Kanet reported as Firetower glanced over the report on the problems facing the fortress. "She bled to death but we haven't been able to figure out what happened. We're still facing tantrums on a daily basis though many of them have started eating and drinking again which keeps them slightly happier." "The loss of so many is affecting us deeply. It will take time but they'll calm down and at least there haven't been anymore fights. Go find Orwen's daughter Reg and tell her she is the new head of Masonry. Oh, and make sure the new Brewmaster has what he needs. We don't need another booze shortage right now." ----- Another founder is dead. That leaves only Jillian, Legolord, Korgan and Newb left of the original 7. Fireheart, Orwen and Kornash now serve Armok...</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on June 02, 2010, 12:27:00 am</div> <div>Masam, your family is just getting demolished here. Its down to just you, your father, a baby sister and a child sister.</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: darkflagrance on June 02, 2010, 02:41:56 am</div> <div>Oh no, Arzez has passed beyond...he/she never had the chance to resolve his/her gender issues (yeah, I haven't checked back for a bit). Please keep us updated on the tantrum spiral. Perhaps even post pictures of the carnage?</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: masam on June 02, 2010, 11:35:37 am</div> <div>The last of the brothers...</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on June 02, 2010, 12:32:22 pm</div> <div>Thankfully carnage hasn't been a big issue. So far our Head of Woodworking smashed a few beds and Orwen's daughter Reg (The new Head of Masonry) started a fist fight with the new Brewmaster. The non-fighting death toll is growing as well. 2 Planters died of being melancholy (1 of thirst, the other drowned), Warrior Sumun died of thirst while laid up in bed. Dastot, Henchwoman Weaponsmith died of thirst while stark raving mad and Warrior Tarmid recently went stark raving mad. On the good side we've had 2 weddings and an artifact idol created...Plus I just now realized that a great way to end the spiral might be to reinstate the party room...I completely forgot the Dwarves could have parties. :-[Also, the Mining Team has been busy excavating the sight of our wall...Still ALOT of digging before I can lay the first blocks though. May have to promote a few of these peasants to Miners. And of course journal entries from the Dwarves point of view are always welcome :)</div>
<div>Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on June 03, 2010, 07:29:49 pm</div> <div>2nd Felsite "We will drink in honor of Tarmid tonight!" Firetower said as he addressed the crowd that had come to mourn the Dwarf. "He was a brave Warrior but like so many he was affected by our losses and they eventually drove him mad. He fights alongside Armok now..." ----- Tarmid died of thirst while insane.</div>

The good news is that there have been no tantrums for a month. I think Flamebanner has survived its darkest day yet.

EDIT: Also I've just realized it is nearing 15 years since we arrived in Flamebanner. Its currently Late Spring of our 14th year. Far longer then any of my forts has lasted :D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 07, 2010, 12:48:14 am**

The rebuilding is going well. We've had 4 or 5 new Dwarves born and a couple kids grew up. I've added another pair of Miners to speed up the excavations and the Warriors have a new member: Domas Grizzlytraded who leads a new squad of fierce fighters.

Also got an Artifact Willow Earring which was made by a child who grew up while collecting the materials.

All madness has ended and the fortress is happily ecstatic once more.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 10, 2010, 03:13:38 am**

I had an update written up but one click and I lost it :(And since I'm not in the mood to rewrite the conversation I'm just going to make this a half-story update.

Rakust (Dwarf Liason) arrived and brought the news from the Mountainhomes. The Nobles recalled the troops they had sent to fortify the more remote outposts and mines, leaving the garrisons to fight and die. Several mines fell into Goblin hands.

Rakust brought us reinforcements, I'm planning to steal several soldiers from the caravan to help replace out losses as currently we only have one Apprentice...and no one free to become Apprentices.

Also Rakust reported that new creatures have been spotted among the ranks of Goblins and Undead by Dwarven scouts. (The prelude to some new creatures I've borrowed from books and such but couldn't actually add without recreating the world. One is horse-shaped but is certainly NOT a horse, but thats all the info I'm giving you for now) ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 12, 2010, 03:34:59 am**

I think our Warriors have been restored to fighting strength. A dozen slightly experienced recruits from the caravan has bolstered our numbers to 35. Spearmen, Swordsmen, Hammermen, Macemen and a single Axeman.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 13, 2010, 12:47:04 am**

Flamebanner Troop Report: 17th Limestone

20 Flamebanner Warriors remain.

Firetower leads 5 young Warriors: "The Hatchets of Rasping"
Keshan leads the remnants of "The Perfection of Lancing", Bubbles and Kogan
Argonnek is in command of the 5 Dwarf ranged squad "The Crystalline Quest"
Derek leads Tharnas and Tamunshin as "The Magics of Theater"
Sable leads the remaining 3 veteran Warriors as "The Contested Corridors"

Domas, Flamebanner's first Beastmaster leads our pack of War Bears, Jaguars, Leopards and Wolves under the name "The Castles of Tightness"

A dozen recruits have joined us from the caravan: 4 Hammerdwarves, 3 Speardwarves, 1 Axedwarf, 2 Sworddwarves and 2 Macedwarves.

The new guys will be put into training right away to boost their skills to acceptable standards. Their steel equipment will remain with them and once we see how many survive the sparring sessions I'll assign them to the squads...May have to form a new squad as well.

Deputy Kanet Whipsystems

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **June 13, 2010, 05:24:12 am**

Perhaps it is time Kanet switches to the hammer for awhile. most assuredly getting killed in the process.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 13, 2010, 04:13:16 pm**

6th Sandstone

Support beams snapped like twigs as Feb and Mosus charged through the rapidly collapsing tunnels. Large cracks snaking across the floor as chunks of the roof caved in. Collecting Shorast as they fled the Miners sped through the tunnel entrance and threw themselves clear of the rocks falling down the side of the cliff.

The Miners turned to watch the collapse from a safe distance when shouts came from inside and the Miner Ushat ran into view. He had no chance though as the floor chose that moment to give way, sending the Dwarf and several tons of granite, felsite and diorite crashing through the lower levels of the dig site.

Sodel and Feb were the first to arrive on the lowest level of the quarry, where a massive pile of rocks now lay. Ushat's leg could be seen sticking out from under the pile and after a great deal of rock moving they uncovered the Miner's crushed body, pick still clutched in his hands...

I'm...not entirely sure what caused the collapse but it claimed Ushat's life and left a large hole in every level of the quarry. By far the biggest cave-in I've seen

And Masam, I've switched Kanet to using a hammer as you requested :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 15, 2010, 12:02:32 am**

I think I can actually finish the digging tonight. Only 7 levels left and they're all small upper levels. Then my most massive project yet begins.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 15, 2010, 11:03:57 am**

The Hall of Legends...Thanks everyone who thought the story was good enough to have a place there.

Hopefully my plans for this place will keep the interest of what few readers I seem to have :D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **June 15, 2010, 11:07:16 am**

YOu have a bunch of readers because you are such a good story teller. We all love you.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 15, 2010, 03:05:10 pm**

So we've had a slight set back. Almost the entire Mining team was killed in a collapse as well as a baby one of the Miners was carrying around.

The remaining Miner was lucky and is only laid up with a broken leg. Plus there are holes all over the mountainside now :D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **June 15, 2010, 05:10:40 pm**

Don't worry, there are many of us reading your wonderful story, it's just that most of us are lurkers.

Scribblings of Argonnek:
I find myself to be in a leadership position among the marksdwarves. How odd.
Must remember to make more bolts.
I wonder if adjusting my angle of fire might give me longer range... nah
That is great dining room.
bubble bubble oh, how I love the magma flow.
I think I need some new socks.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **June 16, 2010, 05:56:27 pm**

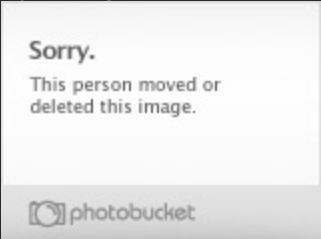
I still read, it's just I rarely have anything to say.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **muwahahaha** on **June 16, 2010, 06:18:45 pm**

Quote from: Hawkfrost on June 16, 2010, 05:56:27 pm
I still read, it's just I rarely have anything to say.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Hawkfrost** on **June 16, 2010, 07:16:49 pm**

I was bored and had nothing to do, so I drew a (shitty)picture of how I imagine Flametower looks.
Spoiler (click to show/hide)



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir dieselot** on **June 16, 2010, 07:52:15 pm**

Like Hawkfrost, I still read but don't have anything to say (I'm a lurker like that).

However, I did just get this story into the hall of legends.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **June 17, 2010, 10:35:38 am**

Quote from: sir dieselot on June 16, 2010, 07:52:15 pm
Like Hawkfrost, I still read but don't have anything to say (I'm a lurker like that).

However, I did just get this story into the hall of legends.

I also lurk here. Good reading, but there isn't much to critique, so I just put in the occasional commentary.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 18, 2010, 12:01:46 am**

I am really not bright sometimes...It only just ocured to me to put a temporary dump zone near the building site so the haulers don't have to lug rocks all the way down to the fortress. They're just zipping through it now, I might actually lay the first blocks tonight.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 18, 2010, 08:07:03 pm**

It's raining rocks! And Goats! And a Dwarf...

That herd of goats entered the map just in time to be caught in the first of a series of cave-ins and the last of the experienced Miners fell to his death in the second...And 2 of the new Miners died in the 3rd.

This does NOT bode well for the project...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **June 18, 2010, 08:22:27 pm**

Goblin sabotage!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 18, 2010, 10:32:03 pm**

Had to put a stop to the plan after losing several more newly recruited miners and seeing the rest channel themselves into a corner. Be nice if there was an easier way to collapse 14 z-levels of mountain...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Burnt Pies** on **June 19, 2010, 07:23:00 am**

Mine out the bottom layer, all apart from one wall. build a support, link support to lever, far away from the mountain. mine out last wall. wait to get clear. pull lever, crunch.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 19, 2010, 09:49:55 pm**

That worked out rather well. It took about 5 minutes of the game not responding and the lives of a Miner and a cat but the mountain is down!

Now I just have to reclear the building site...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 20, 2010, 10:45:28 pm**

Just a quick building update. The wall is rising quickly...Guess it helps that the materials are only a few feet away :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **June 22, 2010, 06:45:50 am**

i'll Join if there is Space for another Dwarf

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **June 22, 2010, 12:30:47 pm**

Always space for another :)

Any preference for name or gender or profession?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **June 24, 2010, 05:05:02 am**

Zu Ende , Male, Grammar Nazi

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **sir diesalot** on **July 18, 2010, 09:56:03 pm**

I do believe it's time for a bump from the 4th page and almost a month ago.

I like this story.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 22, 2010, 04:08:13 pm**

2nd Malachite, Year 19

"This is the last load of glass Reg!" Legolord called down from his place on the tower. Seeing the Head Mason's head nod he turned back to the business of carving the slabs of green glass and fitting them into place.

Down on the wall Reg was looking over the plans Barbarossa had drawn up while her crew of Masons laid the final pieces of felsite, diorite and granite into the wall. Rolling up the plans Reg walked over to the battlements and peered through a hole that had yet to be filled.

"Hows it going down there Barbarossa?" She called once she spotted the dwarf busily carving away at the wall.

"The carving is just about done! Went slower without my Apprentice but a few more hours and it'll be perfect!" The Engraver replied as he tossed his worn tools onto the growing pile and pulled a fresh set from his belt.

Pleased with how well the work had gone Reg gathered up her tools, passed command of the site over to Korgan and began the trek back to the fortress to give Firetower and Kanet her report...

Flamebanner is back in business again. The wall is finally done and I'll be commemorating the moment with a brief visual tour of the fortress's more interesting/busy areas.

Also I will give a report on the current condition of the fortress and Dwarves after a 2 year pause.

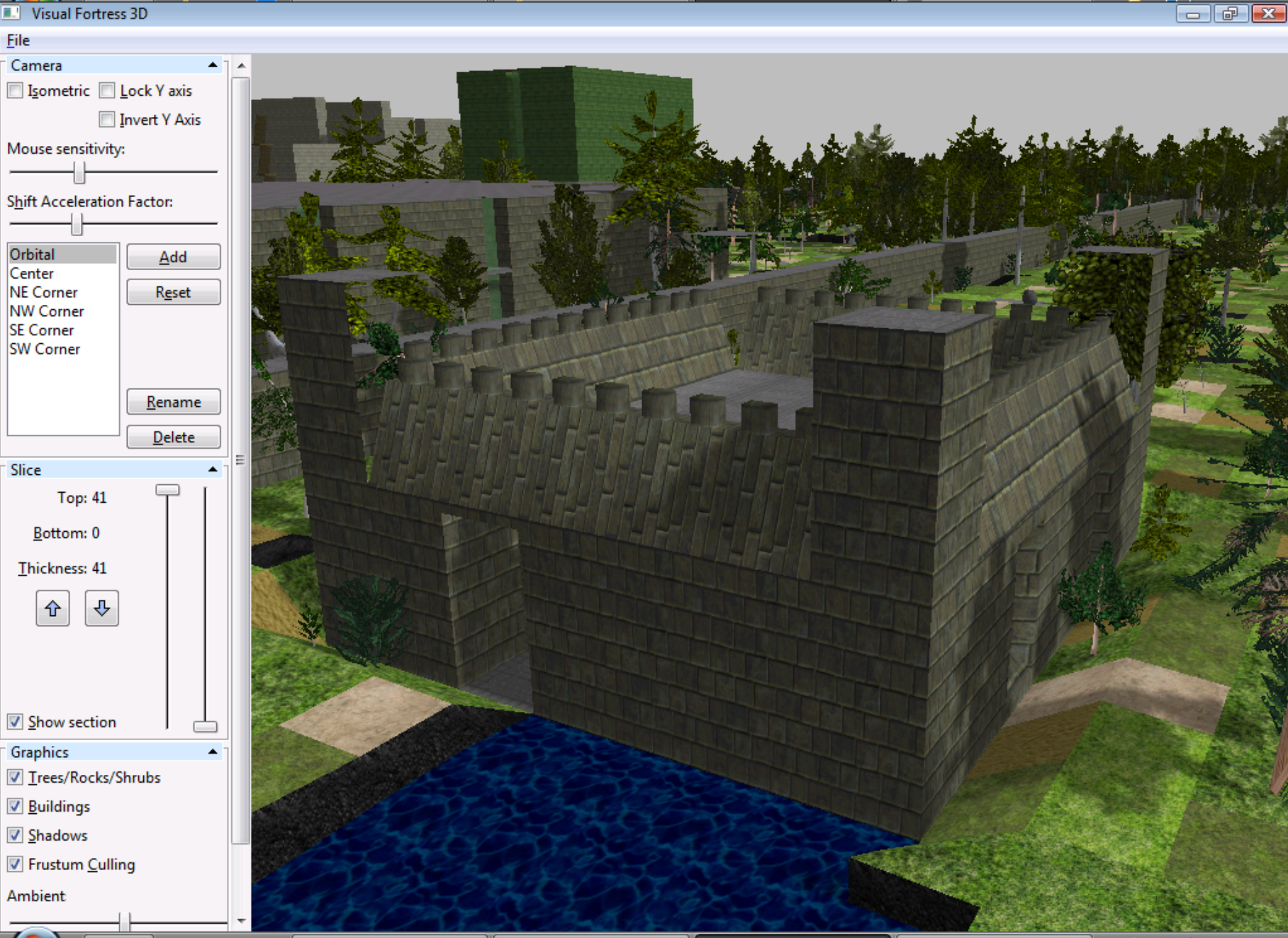
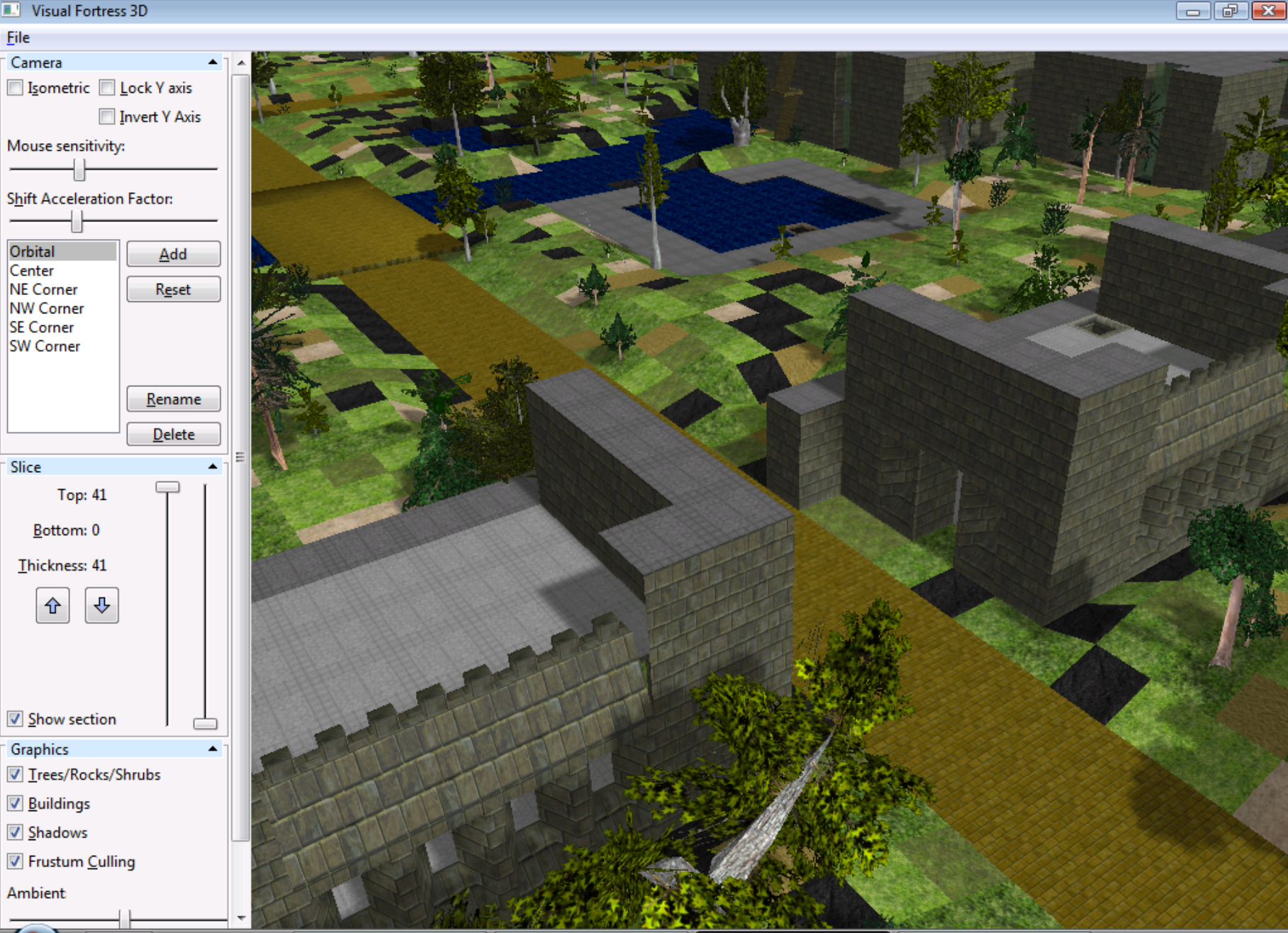
Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Argonnek** on **July 22, 2010, 04:14:21 pm**

Yay! It's back!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 22, 2010, 04:33:29 pm**

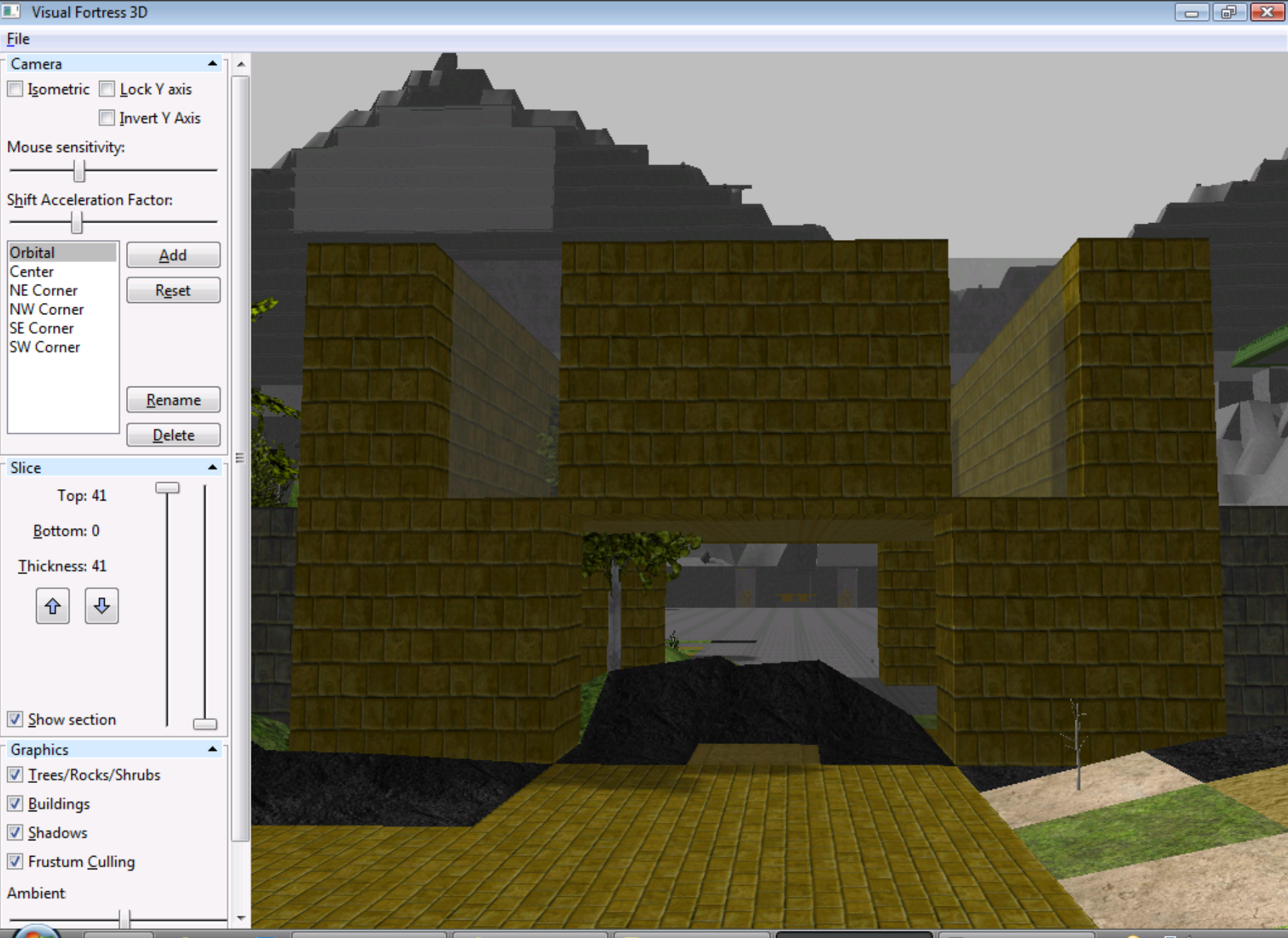
First off we have the South Gate and Ballista Tower, first line of Defense from Southern invaders.

[Spoiler](#) (click to show/hide)



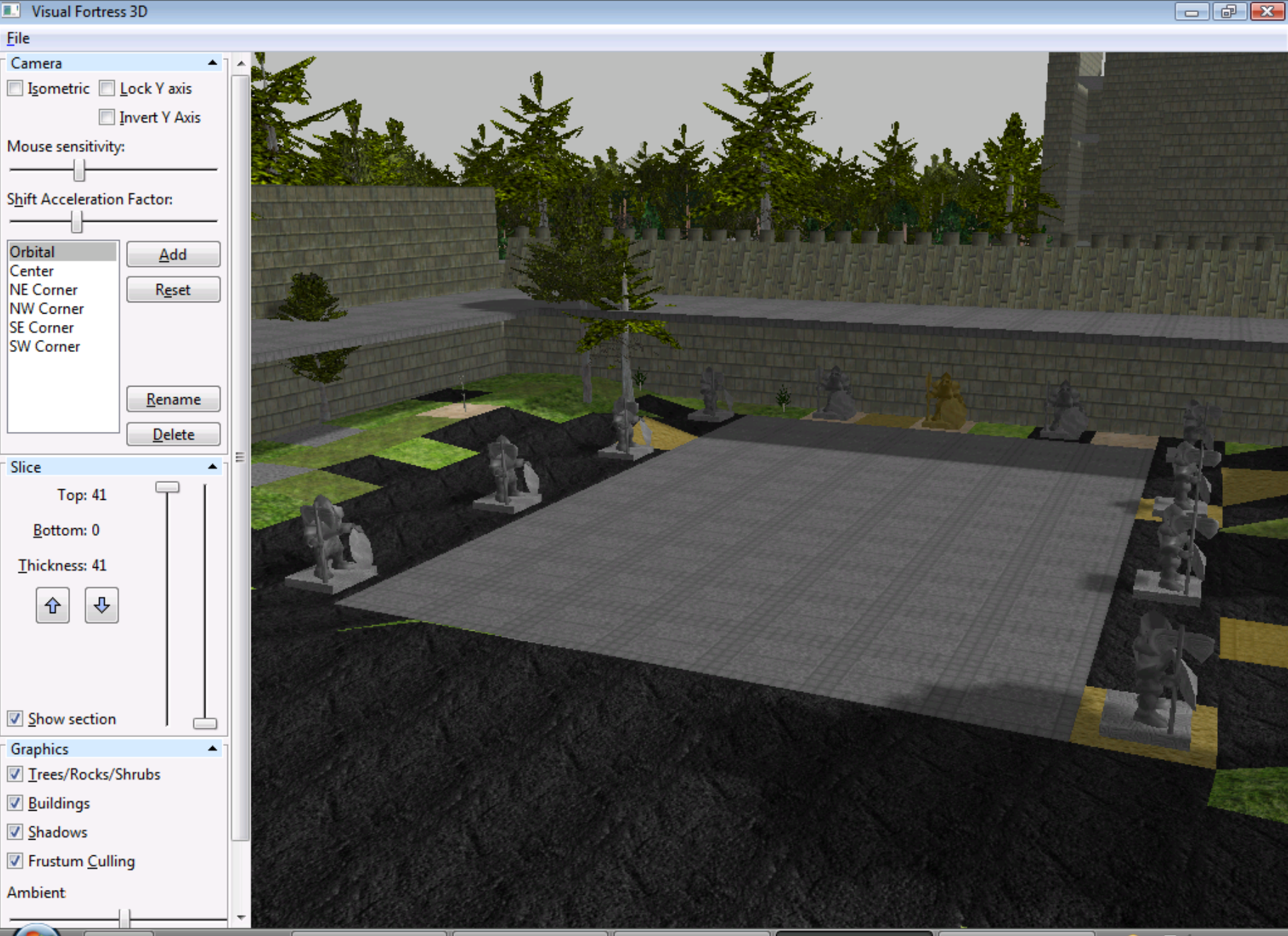
Next is the Golden Gatehouse leading into the Hotel

[Spoiler](#) (click to show/hide)



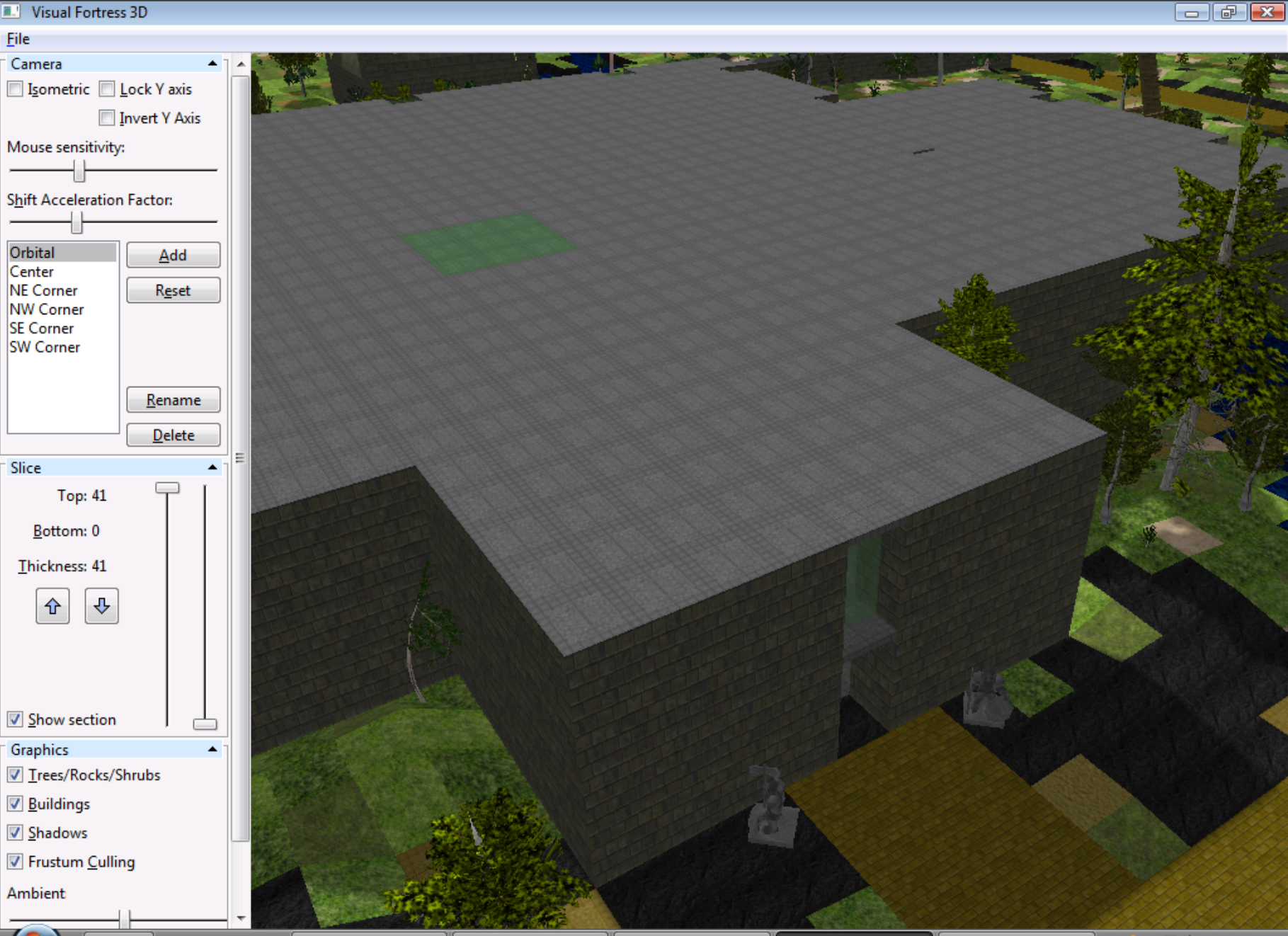
Now we come to the main meeting area of Flamebanner, safe within the fortress walls

Spoiler (click to show/hide)



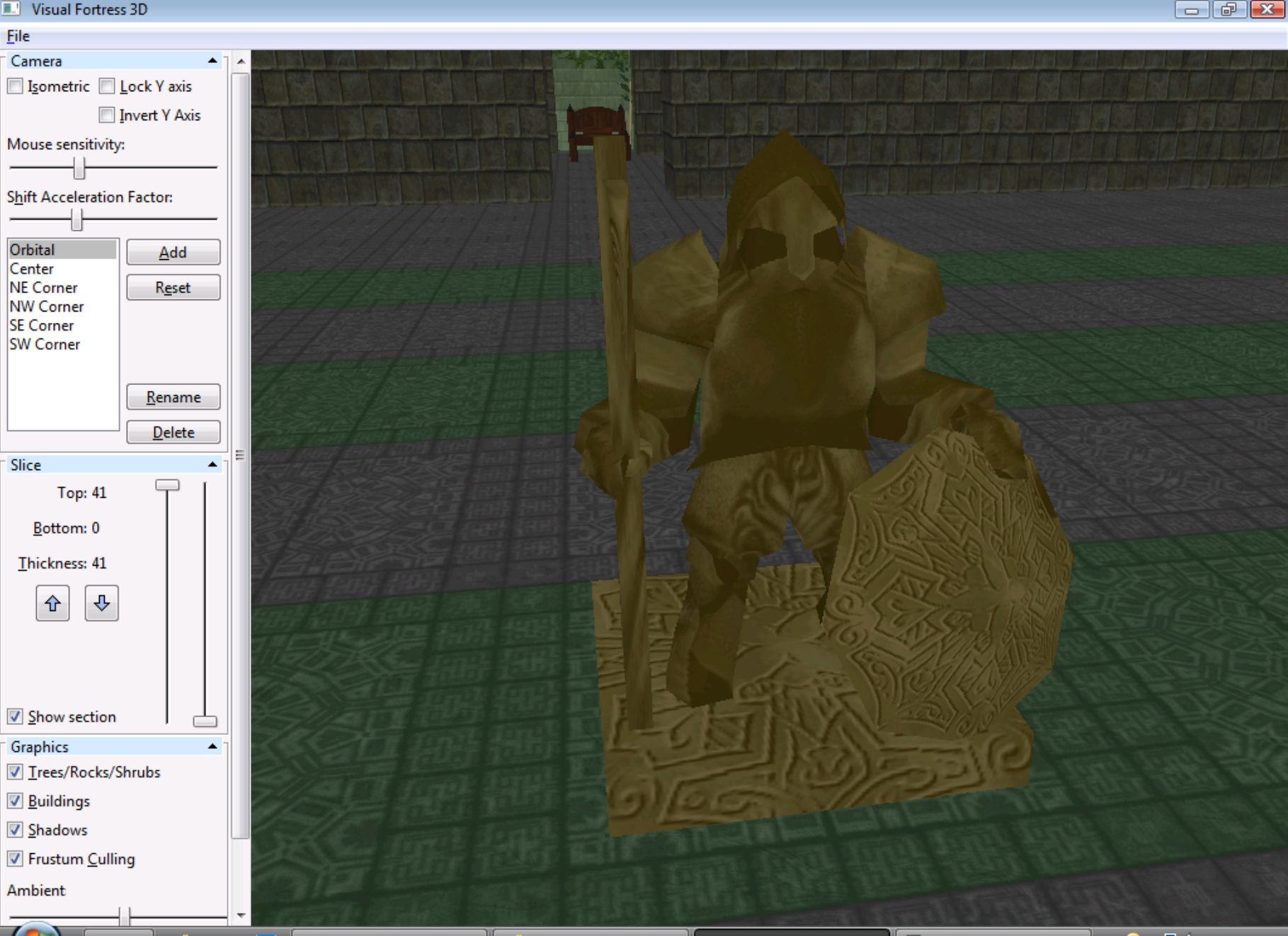
The home of the Mansionbrimmed family, the Warrior Kornash Mansionbrimmed and several of his sons earned their family a place in Flamebanner's history and a home worthy of their skill in battle.

Spoiler (click to show/hide)



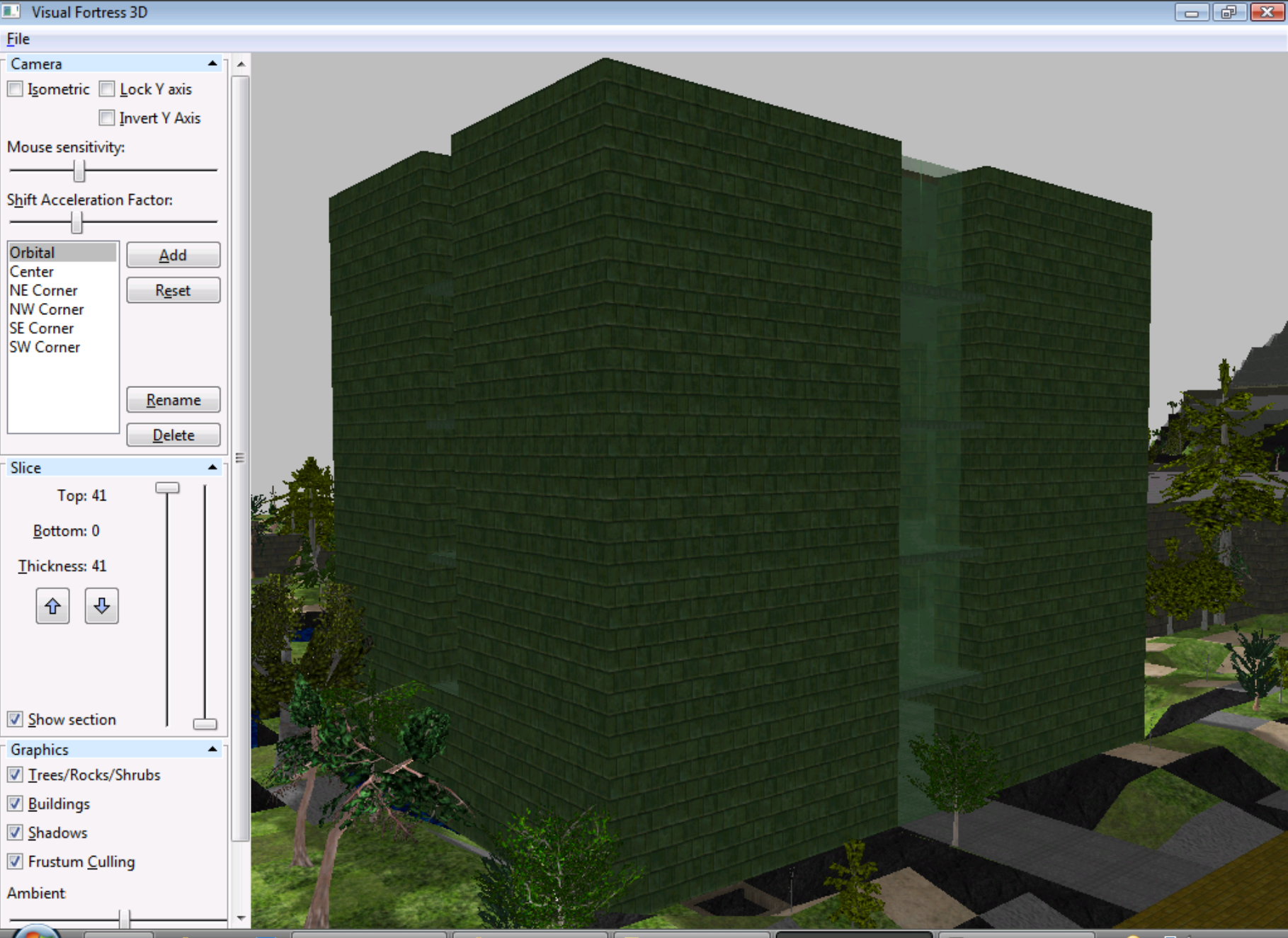
This statue was forged to honor the Warrior and his honorable death at the hands of those who would destroy our fortress.

[Spoiler \(click to show/hide\)](#)



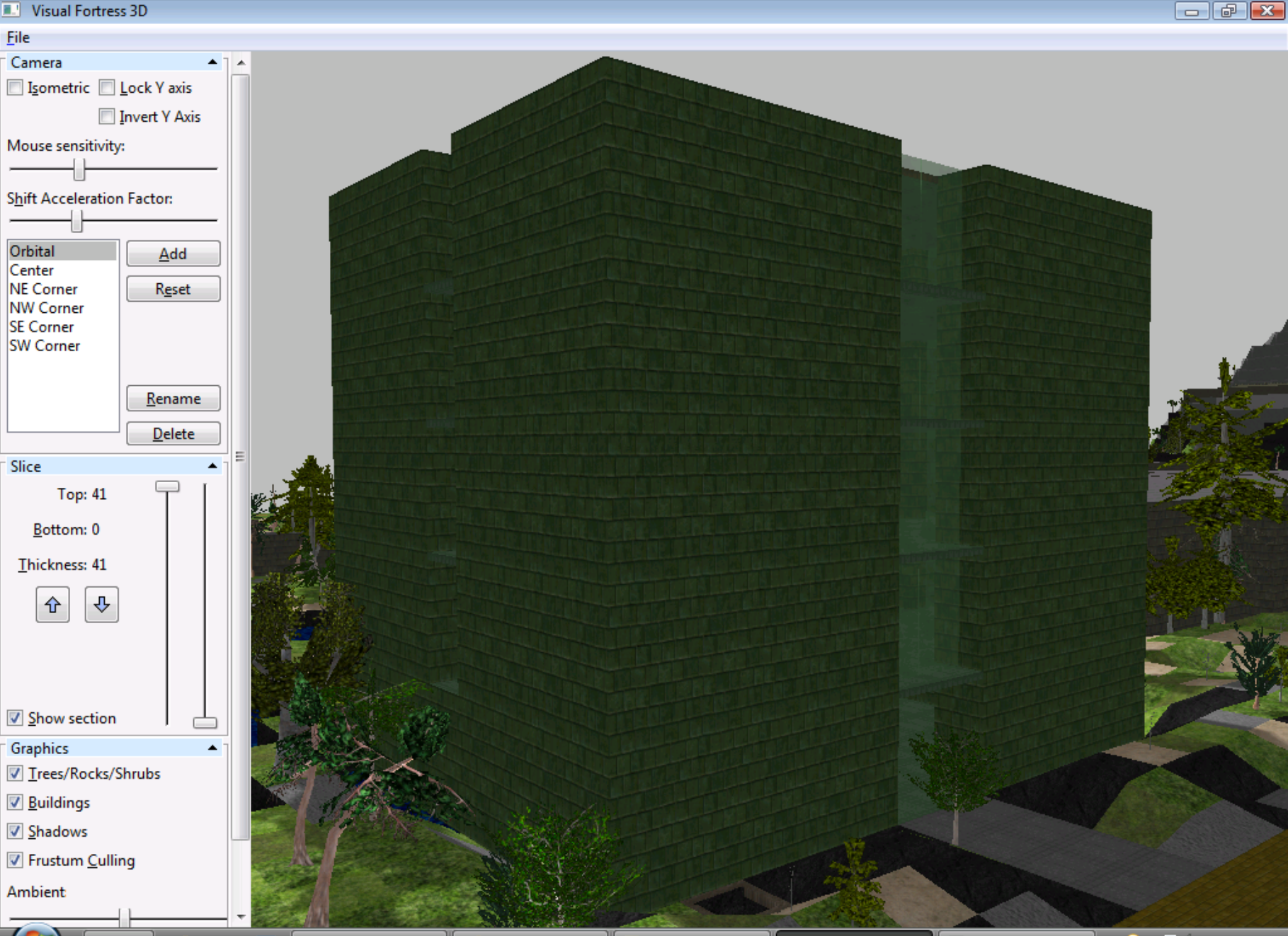
Next on the tour is the glass tower built for Orwen when she still lived.

[Spoiler \(click to show/hide\)](#)



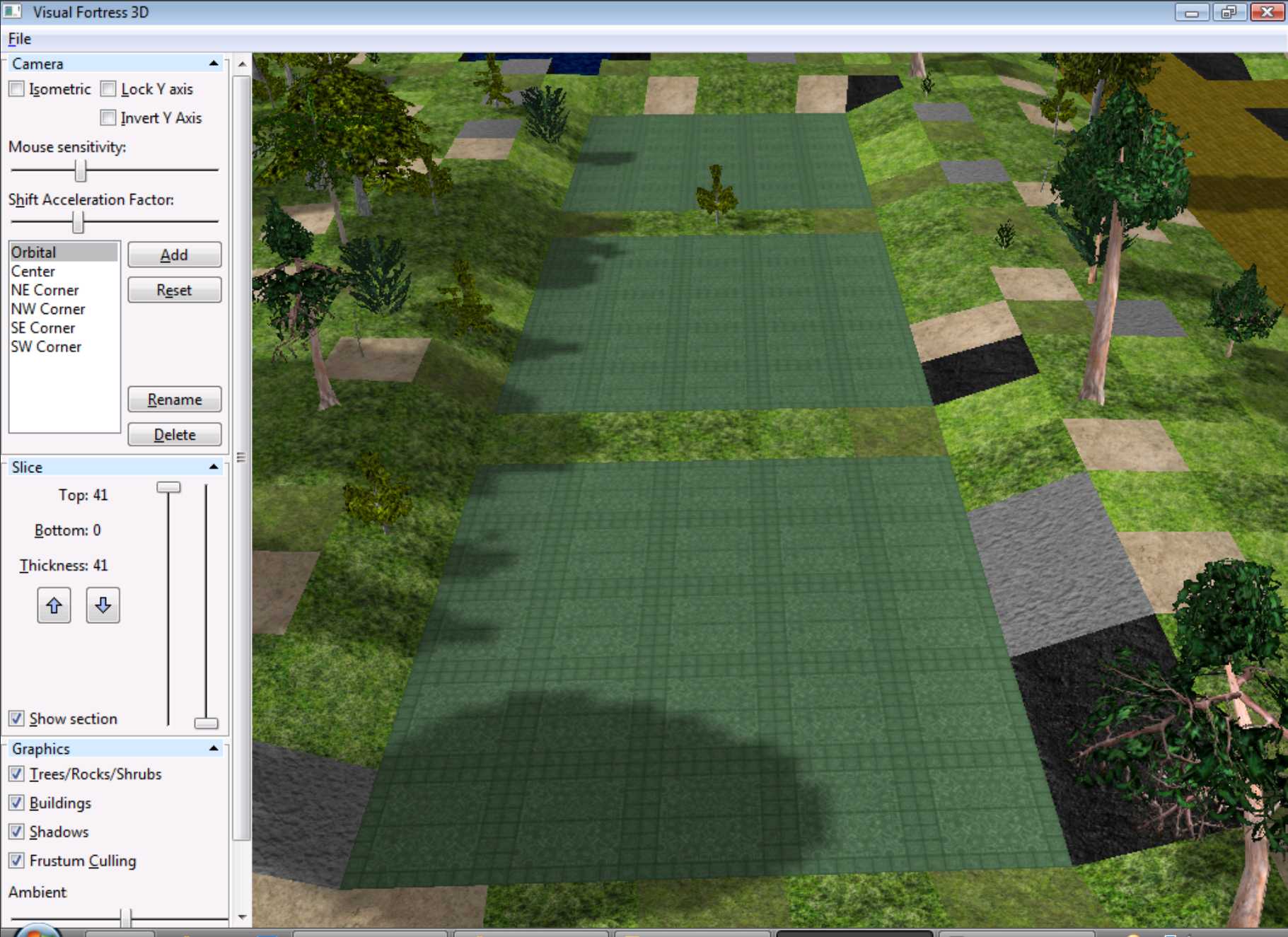
The Hall of Heroes was built as a shrine to the growing number of Dwarven Warriors who have given their lives for Flamebanner and Thunderclan. It is also currently used for animal and prisoner storage.

[Spoiler \(click to show/hide\)](#)



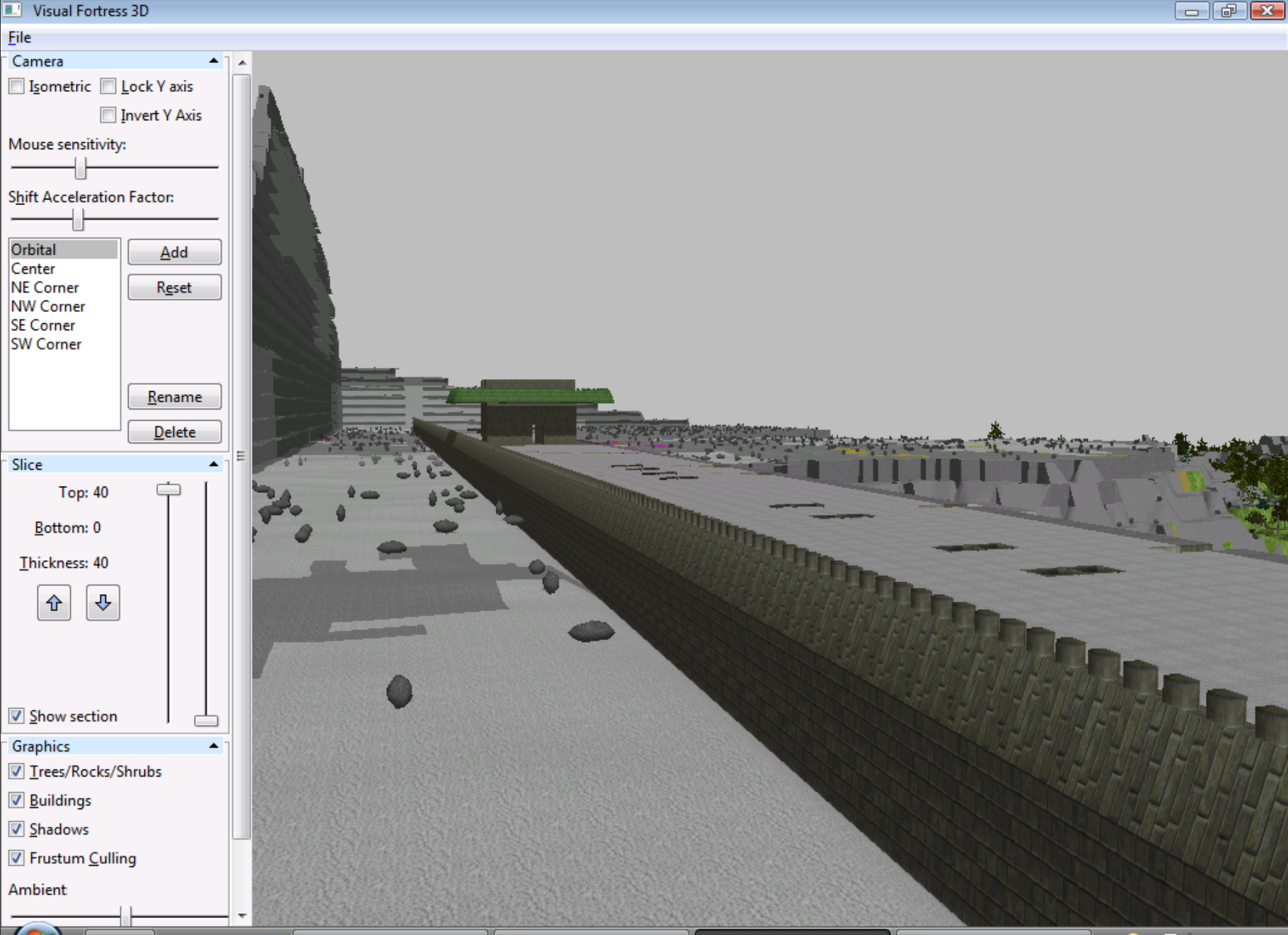
The Greenhouses were built to restock the fortress storerooms after they mysteriously emptied. Now the ingredients for new dishes and brews are grown on site, slightly lessening our need for Elven imports.

[Spoiler \(click to show/hide\)](#)



At last we come to the newest construction in Flamebanner: The Flaming Wall. Built over a period of 2 years to defend the Western border of Flamebanner the wall is covered in carvings of fire that seem to course along the entirety of the Felsite construction.

Spoiler (click to show/hide)



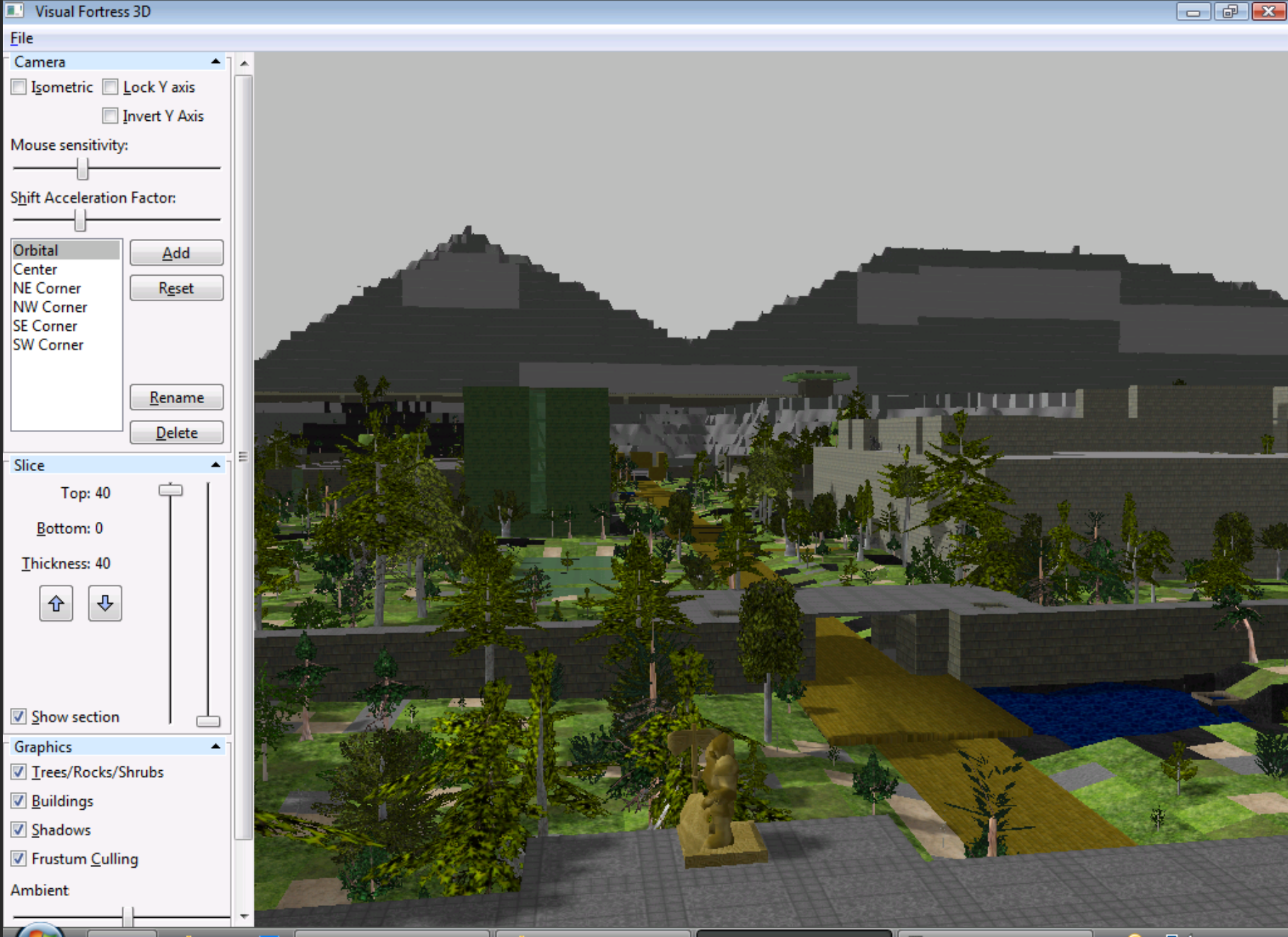
The Lookout Tower was added to give guards a birds eye view of Thunderclan terriotry.

Spoiler (click to show/hide)



Finally our tour brings us to the top of the Shrine of Armok, where we can look out over the fortress and see what we have built here and what we are defending from the combined forces of Goblin and Undead.

[Spoiler \(click to show/hide\)](#)



Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 22, 2010, 04:58:28 pm**

The Fortress report:

Currently we have 10,003,269 Created Wealth, 1,779,334 Imported Wealth and 252,878 Exported Wealth

Our storerooms are filling nicely with a current stock of 11,207. 4,174 of which are drinks of assorted varieties.

We have 136 Dwarves:

- 16 Babies
- 33 Children
- 2 Miners
- 3 Woodworkers
- 8 Metalsmiths
- 1 Jeweler

6 Crafts dwarves
8 Nobles/Admin
15 Peasants
1 Fishery Worker
16 Farmers
2 Engineers
and 35 Warriors

We have 14 trained animals, among them several black bears and wolves as well as a few jaguars and leopards.
We have 65 other animals, mostly mountain goats, wolves and deer
We also have around a dozen Goblin/Undead prisoners

We've had 1 new artifact: Meltdrenched, a mountain goat bone right gauntlet with an image of the Undead Diamondsneak and several other decorations.

Storywise I am preparing a number of new enemies who will be joining with our current foes. Some of them will be real and killable while others will only be present in spirit and story.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **July 22, 2010, 07:38:25 pm**

Ooh, ghost enemies!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 23, 2010, 03:48:02 am**

Wow, I just counted and I believe Newb has the largest family in the fortress: 16 kids...and I think most of them are still alive too!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 23, 2010, 10:09:55 pm**

10th Moonstone

"Domas!" The sound of Kanet's voice brought the young Warrior running across the Barracks to stand before the Deputy.

"A single squad of Goblins has been spotted on the Eastern border and Firetower has decided that its the perfect chance to test our new forces. Take your squad out and remove them."

The words had barely left Kanet's mouth before Domas was grabbing his armor and mace and running out the door...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 24, 2010, 09:07:44 pm**

10th Moonstone

Domas watched the invaders from his hiding spot in the bushes. As his squad mates gathered around him the Dwarf advanced, keeping low as he drew his mace from his belt.

Glancing down the line at his squad the Warrior let out an unintelligible warcry and leapt from the shadows, mace striking the lead Goblin's shoulder before the Master Lasher's whip snaked around his leg and pulled him to the ground.

The Goblin grinned down at his stunned foe as the Lashers and Swordgobs surrounded them.

Tightening the grip on his mace Domas growled at the Goblin.

For a moment the Goblins faces held looks of confusion. These were quickly replaced with looks of fear as the bushes rustled and a trio of wolves leapt out, snarling as they padded toward the creatures threatening their master.

One of the Lashers broke from the circle and fled toward the border. His retreat was cut short as a jaguar leapt down from the trees and sank his teeth into the Goblin's throat.

The distraction caused by his squad was all Domas needed to cut through the whip with his dagger, swing his mace into the Master Lasher's chest and regain his footing, ready to fight the Goblins that remained.

Surveying the field the Dwarf was impressed at the carnage his animals had inflicted. The jaguars were sinking claws into a new target while a Lasher managed to catch the rear leg of one of the black bears. The Dwarf laughed as the bear yanked his leg back and brought the unlucky Lasher flying into the bear's crushing embrace.

Pulling himself away from the entertaining scene Domas threw himself at a Swordgob, catching the Goblin's weapon on his shield and bashing his weapon arm repeatedly with the mace. As the invader stumbled back, clutching his broken arm the Warrior swung his weapon again, hitting the Goblin in the face and sending him crumpling to the ground.

Without warning the desire for booze sprang up, overpowering the Dwarf's mind and sending him running back in the direction of the fortress, pausing only to knock aside 2 Goblins who tried to block his path.

The final 2 enemies glanced hopefully at the retreating Dwarf before the full fury of the animals was turned upon them. As the blood-covered and in a few cases bleeding animals headed toward home they left a battlefield covered in bits of Goblin...

I give you Domas: Beastmaster of Flamebanner. Honestly I didn't think a squad of 1 Dwarf and many animals would be that effective.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **July 24, 2010, 10:59:05 pm**

Great way to save dwarves, I suppose. Animals breed faster.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 25, 2010, 12:10:14 am**

Plus having the War Animals roaming the fortress makes a nice final defense in the terrible event that all our other defences are overrun.
:)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **July 25, 2010, 03:04:10 am**

Judging from the Posts , i can Tell that there are More then a bu'ch of Tame Wild animals and all that All over the place

You , Sir , Deserves a Medal

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 25, 2010, 04:19:08 am**

4th Opal

"Sound the alarm! They've breached the gates!"

As the words left his mouth Tamunshin cleaved through the torso of the lead Goblin. A bloody dance began on the narrow wall, Tamunshin proving himself agile enough to avoid the swings of enemy Axegobs while leaving a growing number of bodies behind him.

The impact of a Wrestler finally broke the Dwarf's rhythm and sent him toppling over the wall and into the midst of a squad of Goblin Axemen who fell upon him furiously.

The Warrior kicked a Goblin in the face and used the stunned creature as leverage to regain his footing and continue the slaughter. Goblins fell, cursing to his axe as blows bounced harmlessly off the brave Dwarf's armor.

At last an Axegob who seemed to be in charge shouted something and those Goblins who were alive and could still move retreated toward the border. The more badly injured lagged behind though and were cut down as they fled. A pair of Wrestlers stumbled into the traps along the Southern border but a few of the invaders managed to get across the border, knowing that the Dwarves would not pursue them any further.

Tamunshin rested his axehead on the ground, surveying the gates as he got his breath back. The trail of bodies led from the gates all the way to the grounds of Mansionbrimmed Manor. The Dwarf shuddered as he realized how close to disaster they had come this night.

As civilians arrived to clean up and Kanet arrived with Argonnek and several of the younger Warriors Tamunshin made his way back to the watchtower, making a mental note to light more torches during the night watch for a while...

24 kills!

And thats with 2 getting captured and probably 5 or 6 escaping. Thats over 30 Goblins! How did I miss that when I was checking for invaders earlier?

The Goblins got farther in then anyone has in a while. I actually think that the last enemy squad to get that close to the fortress proper was Snodub Stophatred, years ago.

The siege is actually over this time. This entry might not be my best work but that battle was quick and its currently 2 AM here.

Enjoy and remember that journal entries for Dwarves are always welcome :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **July 25, 2010, 06:44:40 am**

i would prob Wait for a Mention of my dwarf in the story , but what the hell , i'll write a random Journal Entry out of boredom :

Zu Ende's Journal Entry :

This New World Feels better , Way better , When That Stupid Piece of shit General Einstein Decided to turn me into a dwarf and Push me into His damn Time Machine , i Almost decided to Try and get back to Year 2102 to Kick his Sorry Ass , but it felt better when i Exprienced War in this World , We don't have To Crash Past Seven miles of god damn Bullets just to Blow someone's Shit up or get hit by Bombs and all those Deadly "Troitor" Automatic Percision Bombs or the God damn Mills M-017 Smart bombs that releases Hell over a Wide area In the form of Hundreds of Auto-Guiding Rockets that is capable of blowing a Human into a Gigazillion Pieces in just one rocket , but Somehow i managed To Hide a Self-Recharging Powerfist Attachment and it Mariculously Didn't get lost in the Time-Travel Sequence , but it'll be useless anyway , considering Electric Metal Fists Doesn't help Swords or all that crap and if i am going to kill someone with it , i am going to need to Punch Said someone with god damn Heavy Fists

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **July 25, 2010, 08:35:57 am**

Can you list who got each of the 24 kills?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 25, 2010, 11:42:11 am**

OK ;D

Tamunshin: 24 kills

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **July 25, 2010, 03:40:50 pm**

By the gods!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **muwahahaha** on **July 25, 2010, 07:22:20 pm**

Wow, after such a small part in all the previous battles, thats just.. WOW.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **July 26, 2010, 02:36:51 am**

Ze, I'm assuming from that journal entry that you wanted a military Dwarf. If not then tell me soon because we're under siege again.

Also, I really like the entry, I can work with some of those details ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **July 26, 2010, 04:09:27 am**

You got it right	
i forgot to add in the "Cavalry From the 2102" , as for the powerfist , just say its a Metal Fist that Releases Mild electricity at whoever poor sucker that gets hit by it	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on July 26, 2010, 12:17:53 pm	
Silly, silly Ze. Did you really think I hadn't figured out what to do with that fist yet? :D	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on July 27, 2010, 12:13:49 am	
WOW! The Dwarves just don't seem to want to follow orders today.	
Also Barbarossa, I think Firetower has lost his mind. He is currently fighting with a shield in each hand a and a larch spear. I'm didn't even think that was possible...The shield thing, not the spear...	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: Ze Spy on July 27, 2010, 12:49:59 am	
More Dwarf Retardness Awesomeness?	
also , cookie if you notice a reference to "2102"	
Hint : Scramble the Numbers	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on July 27, 2010, 02:08:16 am	
Yeah, I sent our 3 main squads to face the first 3 enemy squads (the forth is stuck behind the Flaming Wall ;D) but instead of following those orders half of them decide to drop by the closest battlefield and strip their dead comrades of their stuff and then LEAVE! They don't even bother to fight the guys attacking us, just head back inside.	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: Ze Spy on July 27, 2010, 06:30:30 am	
And the Order-following Dwarfs Phailed? , thats what normally happens when i send a force to deal with ambushes/sieges but at least half of them Decide to Wander off and Desert their Comrades , but due to the Kick-Assery of your Dwarfs , i Can Hopefully Say that They Threw The Goblins all over the way from one Side of the World to the Other without any Casualties	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: Heron TSG on July 27, 2010, 10:19:08 am	
Quote from: thunderclan on July 27, 2010, 12:13:49 am	
WOW! The Dwarves just don't seem to want to follow orders today.	
Also Barbarossa, I think Firetower has lost his mind. He is currently fighting with a shield in each hand a and a larch spear. I'm didn't even think that was possible...The shield thing, not the spear...	
That's awesome! Now I just need a better spear!	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on July 27, 2010, 12:42:40 pm	
I've more or less given up on giving you a better spear. You always seem to leave them on the field for some reason...	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: Ze Spy on July 28, 2010, 12:07:34 am	
"Pick Up Dat Spear "No" "I Said Pick it Up!" "Nope" "PICK , UP , THAT , SPEAR" "NO!" "Pick it Up!" "Nope.Wav"	
Metropolice Has Left the Game (Raeg Quit) 1 Metropolice Rage quitted in the making of this Scene	
Wait , Wat(Done Out of Boredom , Don't Complain)	
Title: Re: Flamebanner: The Time Of Fire Has Come Post by: thunderclan on August 02, 2010, 04:05:32 am	
16th Granite	
As he charged the Undead the thought crossed Tezad's mind that perhaps running headlong into a group of enemies with pikes wasn't the best idea.	
The thought left just as quickly as the Dwarf swung his hammer at the nearest skeleton and his hastily picked squad fell on their own targets...	
Meanwhile on the Eastern border Firetower let loose a frustrated warcry as his spear ineffectivly stabbed a Skeleton through the ribs. Derek stood at the Leader's back, swords twirling about him as the invaders closed around the pair...	
Suthmun parried the blow of a pike with his spear as he was pushed backward by the attacks of the Undead soldiers. As his heels hit open air he glanced behind him. This proved his final mistake as the Pikeman he had been fighting lunged forward, sending the spear sharp head of the pike through the Dwarf.	
The Warrior reeled backward under the force of the blow, boots unable to find any grip on the loose soil. The skeleton pulled his weapon free and turned back to the battle as Suthmun collapsed backward, vanishing beneath the water of the pond...	

Nearby Argonnek smashed a Swordsman in the face with her fist and as the Skeleton staggered back the Marksdwarf sent a bolt flying into the invader's eye. A moment later smoke poured forth from the skeleton as the bolt ignited into flames.

Pausing to reload the Dwarf glanced over to where Kanet was tearing his way through a group of Undead. Her mind snapped back to the enemy at hand when a bolt embedded itself in her shoulder. The momentary pain allowed the slightly charred Swordsman to advance on Argonnek, shield ready to catch any further bolts the Dwarf sent his way.

Argonnek struggled to tear her mind away from the pain flaring in her shoulder. As her vision cleared the Dwarf just had time to fire off a bolt which whizzed off target past the Swordsman before the longsword cut through her armor and torso. A scream erupted from the Marksdwarf's mouth as she collapsed to the ground, blood pooling around her.

An eerie noise that could possibly be called laughter rose from the Skeleton as he brought his blade up over his head for the killing blow. The invader's attack was cut short as his head was torn from his bony form by a bolt through the neck. Smashing the body aside with his crossbow Kanet took up a position near his fallen lover, pulling his mace and hammer from their belt loops...

Back among Tezad's squad the battle had turned in Thunderclan's favor. No Warriors had died since Suthmun while the Undead had lost several of their number. Despite this the emotionless creatures continued to fight.

Zu Ende dodged the swing of a hammer, catching the attack on his shield and bringing his mace around. Arcs of electricity ran up the Dwarf's gauntlet, bouncing between the spikes on the maces head. When the weapon impacted the Undead there was a brief flash as the electricity ran through the bony body. An unearthly scream erupted from the Hammerman's mouth as the massive amount of energy reduced the skeleton to dust.

Watching the dust cloud settle Zu let out a sudden grunt and fell face first on the ground, a half dozen bolts sprouting from his back...

Seeing his squadmates either dead or fleeing the field Tezad was left alone against 6 Undead pikes and wrestlers. Grinning as an idea came to him the Warrior turned and ran, Undead in hot pursuit. As they reached the treeline Tezad stomped the nearest trigger, leaping to the side as a series of cages fell from the trees, trapping the entire group. Rolling to his feet Tezadwatched the enemy bang uselessly at the cage bars...

Battle long over several Warriors sat among the beds of the Infirmary while Mothwing set Ingtak's broken arm. Kanet sat near Argonnek's bed, cleaning his weapons as he kept an eye on her.

The majority of visitors were clusted around a bed at the far end of the room though. Mothwing had patched up his injuries as best she could but the face of Thunderclan's Leader was pale and he seemed ready to join Armok at any moment...

Sorry Ze, Zu just would not stay alive. Feel free to claim another Dwarf, we still have plenty of free Warriors. ;D

We lost Zu and Suthmun and its possible we'll lose Argonnek and Firetower. Argonnek has a number of torso and limb wounds while Firetower was completely crushed by that Hammerlord. He lost another of his 9 lives (I think he's got 7 left at this moment) but the ancestors may require more to bring him back. We'll see what happens I guess.

The bg news is that Kanet actually got over 1 kill today! Up till now his only kill was that Titan, now some Undead have joined the group. :)

As usual, journal entries are encouraged...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **August 02, 2010, 07:51:11 am**

I am Fine with that , Even if i don't get to Choose another Dwarf!

unless this was my Point of View before my Dwarf Died :

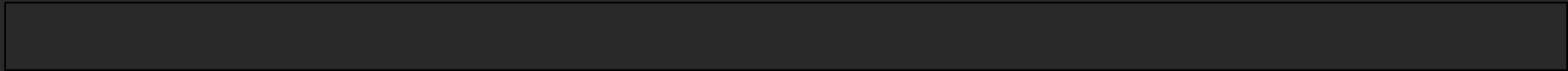
i'll sign for another one if you Allow Traitor Dwarfs(which i Expect ain't gotta Live Shit before getting Bashed into Shit by Someone)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 02, 2010, 12:28:34 pm**

Traitors are fine by me though you're right that once they're revealed they won't survive long...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Uthric** on **August 02, 2010, 11:47:19 pm**

Quote from: Ze Spy on August 02, 2010, 07:51:11 am



OMG, there no way in hell i just cant see that guy making it out of there

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **August 03, 2010, 05:51:19 am**

I'll Will Just Go for a Traitor Dwarf , But that can Wait :

Name : Wheatley
Job : Hunter/Crossbow dwarf
Bio : Wheatley is a Talented Hunter , Fresh from Hunting Big Game in the Zombie Infested Fortress of Zombivile , He Never Allows the Few Seconds Dangerous Animals and Nasty Melee Wielding Goblins Need to get Close , But has the Slick Personallity of Prioritizing Melee Users Over Ranged Users and Often Mistakes a Dwarf for a Goblin , Which Earned him Many Enemies

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 03, 2010, 12:23:21 pm**

I like it! :)

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 05, 2010, 03:07:44 pm**

Wow, Just checked my notes for when Uktang decides to attack in person and all I can think to say is that the final battle will be both interesting and LONG as our enemies grow stronger and gain more allies.

Currently the list of possible enemies is around a dozen and still growing as I come across new ideas...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **August 05, 2010, 09:26:34 pm**

Aliens
Monsters
Zombies
Talking Zombies that can use Wepons
Drunks that Blow all over the place
Musketeers
Walking Nuclear Bomb
Nuclear Fission
Enraeged Hostile Dwarfs
Heavy People that Eats Sandwiches in the Middle of a Heavy Firefight
Hacks
God
Rage Quitters

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **August 05, 2010, 09:35:56 pm**

I demand a duel between me and an identical evil copy of me.

as a sort of test of spirit or something.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 05, 2010, 10:31:45 pm**

We seem to have hit a stalemate with the last remnants of the Undead siegers. I can't reach them and they can't get down from their cliff.

Currently I see 2 options:

1: Hope that they will eventually get bored with scaring Dwarves 10 Z-Levels below them and leave or

2: Use Companion and hope that if I Hurt them they'll eventually die. Not sure how well this would work on Undead though.

I'm open to suggestions as well...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **August 05, 2010, 10:33:58 pm**

Build a temporary ramp up there a bit aways and leeroy?

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 06, 2010, 01:24:35 am**

We may be stuck in this siege for awhile. Even after I killed the remaining invaders via Companion the Siege banner wouldn't go away.

Quite annoying really...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **August 06, 2010, 01:26:02 am**

Revive someone and Teleport him infront of your Entire Millitary

Works for me

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Dermonster** on **August 06, 2010, 01:30:04 am**

AN ASSASSIN!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 06, 2010, 02:02:54 am**

I don't think Teleport killing works well...Or at least teleporting enemies 10 z-levels above ground doesn't :D

Worth a try though...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 06, 2010, 02:24:43 am**

I'm starting to think I may have run afoul of a bug...Which is quite bad as my back-up is not nearly as recent as I thought...Its off by about 4 years: before the wall, before Wok died, before many, many things... :o

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **August 06, 2010, 09:31:46 am**

the Game doesn't Register a Siege as over unless the Final Kill is Confirmed , which means that Ticking "Killed" and "Dead" in the DC won't work , i might Suggest Turning one of them Berzerk , and another one , and repeat until the entire Sieging Army is Killed by their own Kind

Or Use Crossbows , or a Ramp

Also , its at your Leisure to Find a Way to Kill them , i am just giving Suggestions

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **darkflagrance** on **August 06, 2010, 02:39:27 pm**

When a creature dies, it will have two deceased tags checked. You need to find someone who came in the last siege who only has one of these tags checked, causing the game to think he is dead but not having registered him as having died.

If worse comes to worse, you could post the bugged save and let someone try to fix it for you.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 06, 2010, 07:02:21 pm**

I am going to be checking Undead for a LONG time. I guess I can always try killing off the 15 Undead prisoners we have and see if that helps.

We're on break until I solve this one way or another...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **jetex1911** on **August 07, 2010, 11:28:33 pm**

i know what your avatar is from. :-\

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 12, 2010, 07:24:30 pm**

Alright, I can't seem to find a solution here so I've decided to allow others to try. Maybe they'll find something I missed.

<http://dffd.wimbli.com/file.php?id=2938> (<http://dffd.wimbli.com/file.php?id=2938>)

That is the link to the file which contains a copy of the save as well as a copy of my raws since I think they would be needed to load the fort properly.

Let's hope someone can find the cause of this annoyance as I'd really hate to lose all the stuff thats happened.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **darkfragrance** on **August 12, 2010, 11:20:27 pm**

Turns out Argonnek's squad could reach the guys on the west side of the map scaring everybody. When I killed them, I got the siege to lift. Using Dwarf Companion to kill does not trigger whatever it is that lifts sieges.

false edit: this takes a damn long time to save.

<http://dffd.wimbli.com/file.php?id=2940>

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **August 13, 2010, 01:28:43 am**

Yeah it does, better then not saving at all though.

Thanks for the help, I guess I missed a path when I was trying to get dwarves up there. Good to know for future reference :D

EDIT: OH MY GOD! I feel like such an idiot now. Out of curiosity I went back and looked for the path you used and realized that it was the same one I found before when I was trying to get dwarves to the fight. For some reason I assumed that because the X was red (due to being so close to the border) that I couldn't station there just like you can't build that close.

Thanks for pointing out a dumb move to me Dark. At least the fort can move on as planned now.

And the fort is safely backed up at this point...Now I just need to remember to update the backup more often...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Ze Spy** on **August 13, 2010, 03:57:27 am**

Late Post , But i Found out that its Possible to Use DC To Teleport-Drop them into a Incredible 20-Z-level Journey To Their Deaths

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **August 14, 2010, 04:24:50 am**

this is amazing...I come back just in time to find out my dwarf's lover survives, and also, he finally starts pulling his weight instead of just saying, "hey.i killed a titan that one time ya know." I'm pretty sure the rest of the clan is tired of hearing that same story... perhaps i'll have tanak visit him in a dream....

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **August 16, 2010, 12:33:08 am**

Go Firetower! Fight off thine injuries!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 05, 2010, 01:31:18 am**

20th Malachite

Argonnek was on watch at the main gates, listening to the crackle of the torches mounted on either side and the sounds of the animals prowling out in the shadows. The sound of metal clanking against metal shook the Dwarf out of her thoughts and onto full alert.

The Marksdwarf already had a bolt loaded and her dagger loose in its sheath when a Dwarf entered the ring of light thrown by the torches. Even with the stranger's helmet closed Argonnek knew this was someone new. No Warrior in Flamebanner had a full set of steel armor.

Remaining wary in case this was a traitor Dwarf, one of those raised by the Goblins from the time they were taken to be as bloodthirsty as their green skinned masters.

"What settlement is this?" The stranger asked, removing his sword and tossing it at Argonnek's feet. "Flamebanner." She replied, lowering her crossbow and sliding the sword around behind her, out of reach of the Dwarf.

"Luck must have been with us today." He replied. "We've been fleeing from Uktang's forces and those of his allies for weeks."

"We?" Argonnek asked, only now noticing the trio that stood at the very edge of the light. Another soldier, armed with a blood soaked spear watched over a peasant and a Dwarf dressed in the rough clothing of a farmer. Now that she was noticing such things Argonnek could see that all 4 arrivals sported wounds and their clothes and armor retained traces of blood.

"You should have Mothwing check out those injuries." She replied at last. "Then I believe Firetower will want to hear what you can tell us about Uktang and his allies."

"Thank you." The Swordsdwarf replied, the relief obvious in his voice as Argonnek ushered them through the gates...

Yes, we're back again. And this time with 4 new arrivals ;D

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **September 05, 2010, 02:03:41 am**

Oh good, I was just wondering when the next update would be.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 15, 2010, 07:09:47 pm**

Wow, the whole not expecting migrants thing kind of threw me off. Took a while to figure out how to work them into the story.

Also, my records only show Wheatly as needing to be added to the story. Anyone I missed who hasn't been Dwarfed yet?

Update will be forthcoming...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 15, 2010, 08:36:02 pm**

22nd Malachite

"Come in." Firetower answered the knocking on his office door. As the newly arrived soldiers entered with Kanet and Barbarossa the Thunderclan Leader motioned the pair into chairs brought in from the Dining Hall while the Deputy remained beside the door and Barbarossa prepared to take notes.

"So, Who might you two be?" Firetower asked.

"Fath Closetstills and Zoden Lonelytheatre." The Sworddwarf replied, motioning first to himself and then to his comrade.

"And what brought you running to Flamebanner?"

"Nothing, Flamebanner was just the first place we came across that was still in Dwarven hands and not on the verge of destruction." Zoden replied.

"We were part of the troop from the Capital that was stationed at the mining fortress in the Silvergate Mountains." The Speardwarf continued. "Uktang's forces attacked it back in early Slate. We held out for about a week before sheer numbers overwhelmed the defenders. Once the Goblins breached the walls there was no chance left of victory. We managed to escape through the mines while the enemy forces stopped to slaughter the miners."

"We picked up a couple of civilians on the way out and made for the closest fortress." Fath took up the story as Zoden paused.

"But there are at least a half dozen places both Dwarven and Human between here and Silvergate. Why not stop at one of them?" Kanet asked from his place at the door.

"Because they've already fallen! Uktang has been busy making new alliances and deals in order to expand his army. From what we've seen he has Goblin, Kobolds and Undead at his disposal. His generals have been slowly conquering every fortress and town, murdering everyone that can fight and snatching the children to train themselves." Fath said.

"The area around Violethaven is one of the worst though." Zoden piped up once more, giving the name of a hunting camp set up by Dwarves and Humans to give both groups ample access to the multitude of game that roamed the forests there. "The forests are pretty much burned to a crisp and most of the game turned Undead along with the hunters. Though a few Dwarves stuck around, enjoying the greater challenge of felling Undead creatures...and the occasional patrol of Goblin soldiers. They changed the name of the place to Zombvile."

"We just kept moving, taking out or avoiding contact with anyone as much as possible. With all the Dwarves being snatched by Goblins its hard to know who's actually a friend out there." Fath said, finishing the tale.

"Well, you're welcome to remain here in Flamebanner. We can use every Warrior we can get." Firetower said after a quick conference with Kanet. "Kanet will see that you're trained and assigned a squad."

The pair were led out by Barbarossa, leaving the Leader and Deputy alone.

"The news of Uktang's growing forces is disturbing. He may prove stronger then us." Doldinn said thoughtfully. "Not a chance." Kanet replied. "We've shown Uktang that his forces outnumber us but we are the more skilled army."

"True, It would take far more soldiers then we've seen yet to breach the fortress walls." Firetower said as he turned back to the work of running the fortress...

A little history and geography there. Plus we get 2 new warriors clad in full steel armor. I'd call that a good thing :D

Just a note that we still have LOTS of Dwarfs that are claimable, and yes Ze, Wheatly will be added but only when I decide the time is right.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 19, 2010, 01:50:41 am**

I think some of Kanet's skill has rubbed off on Argonnek...An impressively quick kill on the part of our resident Crossbow Master.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 19, 2010, 03:02:40 am**

18th Sandstone

"Bow before the might of Ngustrek!"

The booming voice sent the merchants scurrying for the cover of the Depot while Dwarven Warriors prepared their weapons and headed

out to confront a new threat.

The Titan gazed serenely out over the land he would soon be claiming as his own. He spotted a small figure running towards him, crossbow in hand. With his attention fixed on the approaching Marksdwarf the giant humanoid was taken by complete surprise when a second Dwarf leapt onto his shoulder and started smacking him upside the head with a hammer.

Flicking the annoying pest away Ngustrek returned his attention to the second attacker who unleashed a bolt from her bow into his hastily raised arm. Intending to stop further projectiles he sent an elephant sized fist hurtling toward the Dwarf...who leapt away while loosing a second bolt into his elbow.

Several more attacks later the Dwarf was still leaping around and Ngustrek was cringing everytime he moved due to the number of bolts protruding from his arms and legs. Howling in frustration he charged his irritating foe, taking the Dwarf by surprise as he scooped her into his fist, crushing her bow in the other.

"Now you will die like your friend." Ngustrek said, grinning wide.

"I'd prefer you to do the dying actually." The Dwarf said, producing a second crossbow, fitted with a bolt ordinary in every way except for the metal canister attached to it. Firing at such close range the bolt buried itself between the Titan's eyes.

A bluish wave emanated from the canister, flowing over the face of the Titan, who screamed in pain briefly before his eyes rolled back and he toppled, the Dwarf leaping clear and hitting the ground in a roll.

After ensuring that the Titan was dead, Argonnek retrieved the canistar from the electrical bolt and after stowing it safely in a pouch on her belt made for the brook.

She arrived to find Kanet crawling out of the water, still dazed from the flight off the Titan.

"I think we may want to put "Jumping onto Titans" on the list of bad ideas" She said as she helped her lover to his feet and watched the first civilians arrive to tow the massive corpse to the fortress...

Now Kanet and Argonnek each have 1 Titan kill to their names. I have to admit I thought Kanet was ging to grab the kill as he was first to arrive on the scene but getting knocked uncouncious when he flew into the brook sort of wrecked his chances. Argonnek took care of it very nicely though. :D

Also, due to a recent influx of refugees we are at 190 Dwarves and 48 Warriors. And yet somehow we're still a City with a Countess. I really wish that fortress title would change already...

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **Heron TSG** on **September 19, 2010, 02:41:27 pm**

Awesome, two dwarves taking down a Titan is pretty impressive.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 19, 2010, 03:26:18 pm**

I found it interesting that Kanet and Argonnek have been the only ones on hand when Titans arrive. They were alone before but this time their squad just didn't show in time. Also strange that we haven't seen any Hydras, Dragons or Bronze Colossi yet. They're out there, they just don't care about Flamebanner apparently.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **masam** on **September 19, 2010, 07:50:37 pm**

Lol, husband and wife titanslayers.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 19, 2010, 08:35:44 pm**

Not yet, strangely enough. Just Titanslaying lovers at the moment.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 21, 2010, 02:57:05 am**

Well, some of you guys got VERY lucky. This last siege had about 6 elites that killed 3 dwarves before the game stopped responding on me.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 21, 2010, 04:24:58 pm**

Actually got through the siege this time but there were losses among the Warriors.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **September 21, 2010, 07:36:42 pm**

10th Granite

The Undead were spotted as soon as the crossed the border and the alarm sounded from the tower.

Within minutes all civilians who had been outside the walls were gathered in the meeting area and the Warriors were pouring forth from the barracks.

Firetower and Kanet arrived last, the Thunderclan Leader with spear in hand and his Deputy checking the multitude of weaponry that was strapped to his armor or hanging from his belt.

"Tamunshin, what have we got?" Firetower asked as the Warrior came down from the tower.

"Three squads to the South and another on the cliffs along the Northern border." He reported.

"Alright." Firetower paused to look over the soldiers before continuing. "Zoden, you'll guard the gates. Sable, keep your squad on standby in case we need you. Kanet, Derek, you'll accompany me." With that Firetower motioned to his squad and headed out, Gumar and the

others on his heels...

The trio of Firetower, Derek and Kanet split up as they left the protection of the gates, each intending to take on a different enemy squad.

Derek, Tamunshin and Tharnas were first to engage, the Decapitator's swords twirling in deadly arcs around him as he leapt right into the center of the enemy troops, aiming for the Axe Lord leading this group.

Tharnas and Tamunshin were left to face the Wrestlers and Pikemen who charged them. Tamunshin's axe blade deflected several pikes while Tharnas attacked the skeletal invaders joints with his spear, seeking to remove arms or legs since there was little else to stab.

Kanet's squad was faring far worse against their opponents. The Marksdwarf Amud had been killed by the skeleton Swordsmen and the Deputy was bleeding from a cut on his shield arm. Argonnek had taken to the trees, firing a pair of exploding bolts into the horde surrounding Kanet before she summoned help, which arrived quickly, Sable roaring as she emerged from the bushes, Flamequill scorching through a Wrestler's torso as she led her squad to the fight.

Ducking under the Axe Lord's swinging weapon Derek sheathed one sword and readied his shield for the next strike. The axe squealed as it scraped along the face of the shield and Derek spun to hack at the exposed weapon arm, though the iron only cracked under the repeated blows. The skeleton's massive shield swung down, throwing the Dwarf backwards and leaving a dent in his armor.

Cutting off a Wrestler's swinging arm as he closed to melee range again Derek paused to observe his enemy, try to find a weakness of some sort. The elite Undead was clad completely in iron armor and aside from the cracks in the weapon arm's gauntlet was undamaged.

A pained cry from the left attracted his glance and his spirits sank as he saw Tharnas limping away from the battle and Tamunshin with a spear protruding from his torso as he collapsed onto his side. The skeleton who pulled the spear out of the heavily bleeding Dwarf was only able to enjoy the victory for a second before the Hellbringer's shield severed its neck, skull breaking to pieces as it hit the hard ground and redead body falling over the injured Warrior's.

As he brought his attention back to the Axe Lord Derek felt his mind being overwhelmed by the thrill of battle as a trance claimed him...

First part of the siege report done. We lost Tamunshin and Amud and Tharnas was sent flying and left injured.

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan on September 21, 2010, 10:16:03 pm**

Didn't actually see Derek's fight through to the end. I was slightly distracted by the other battle.

10th Granite Continued

Roaring in fury Derek charged the armor clad skeleton, swords sending up sparks as the scraped against the armor. The Axe Lord was forced backwards under the rain of sword blows. Backing the invader into the trees proved helpful as the multitude of branches prevented any big sweeps of the great axe but allowed a pair of short swords the same ease of use they had on the open field.

At such a disadvantage the skeleton could do little more then block a blow here and there with its shield as the furious attacks turned the armor into a dented and broken mess that soon contained the dust of a broken and shattered skeleton.

Digging his spear into the ground, Firetower used the leverage to vault over the Spearmaster's head as the skeleton hit the trip wire and was snared by the cage that fell from the trees. Glancing down the line of hidden traps he saw the pair of Macemen he had already tricked into the cages were still contained.

Another Warrior smashed into Doldinn, knocking him aside as a spear flew overhead, burying itself deep in the trunk of a tree rather than in Firetower's body.

Rolling to his feet he gave the battlefield a quick glance and settled on charging the Macelord, who laughed as the spear passed between the bones without doing any actual damage. A mace blow stunned him momentarily and a kick send the Dwarf flying into one of the pools that dotted the landscape as a Wrestler leapt in after him.

A skull floated to the surface, followed slowly by a few other assorted bones. Then Firetower broke the surface, not even gasping as he swam to the side of the pool and hauled himself out.

A second charge faltered as a wave of pain ran through the Leader's right leg and he stumbled to the ground. The Macelord strode over with the few remaining members of his squad as the Thunderclan Leader was overcome by the pain and blacked out.

"The cowards fled!" Zoden reported to Kanet as the Deputy reached the gates. Though bruised and bloody he and Argonnek had managed to destroy their enemies with the help of Sable and her squad.

"So the Northern border is clear?" Kanet asked, wanting to be sure before he allowed clean-up to begin. "Yes, my men shattered the stragglers."

"Alright then. Tell the civilians that they can start the clean-up." Kanet said before heading inside to the Barracks with Argonnek.

"Derek, how'd it go?" Argonnek asked as she poured herself a drink from the barrel of wine Gumar had borrowed from the storeroom.

"We lost Tamunshin, and Tharnas is in the Infirmary with a mangled leg." Derek reported.

Before any of the trio could say more the sounds of a trumpet filled the air. Recognizing the notes that announced a death they joined the river of bearded bodies that were following the sound.

Reaching the gates of the outer wall the sea of beards parted to let a pair of Dwarves through, bearing a body on a litter between them. Kanet recognized Gumar and Keshan and with a start realized the body they carried was that of Doldinn Firetower.

"There is no doubt in the matter." Mothwing was saying to the half dozen Dwarves assembled in her office. "He lost all his remaining lives, he is with the ancestors and Armok now."

"So...I'm Leader now?" Kanet asked, though he knew what the answer would be. "Yes, that is the way of Thunderclan. Though first we must entomb Doldinn."

"I'll make the arrangements. The Engravers and Metalworkers will be busy for a little while." Kanet replied, leaving to give the orders to

Sarek and Barbarossa.

Firetower is dead, leaving Kanet to take over as Thunderclan's new Leader.

I figure some of you Dwarfed people may have things to say in journal entries so while I work out the ceremony you guys feel free to put down the thoughts of your Dwarves :D

Title: **Re: Flamebanner: Under New Management**
Post by: **Ze Spy** on **September 22, 2010, 06:49:33 am**

Another Post-introduction Journal , Don't Start Running in my House and Screaming How i am "Saying Things Before i Was Even in"

Wheatley's Journal
Observing the Land over the So Called "Flamebanner" , i Can tell that The Dwarves are Brave and Strong , Hell , Even a Bunch of Soldiers Could Repel An Entire Goblin Invasion Siege , Of Course , i had To Clean up The Mess By Placing Holes in The Back of the Retreating Goblins , but i Have Never Seen Such Perfect Work , But i Think they Lost Someone in a High Position , as Everyone Was Mourning by The Dead Body of Some Speardwarf , or If it was the Normal Death Mourn for Casuaties in Flamebanner

Still , i am Confused at how Medical Liquid Works , In the Middle of a Battle , Let someone Eat a Mouthful of Bolts , Slap Some Medical Liquid on them , And they'll Spring up Anew , But Slap the Liquid on Someone After a Battle , And it Won't Even Do a single bit

I'll Join them Soon Enough , But Hopefully the Leader doesn't Enlist me to a Squad , Ya know , i am Used to Workin' Alone

Title: **Re: Flamebanner: Under New Management**
Post by: **thunderclan** on **September 22, 2010, 12:15:12 pm**

I like it...Except that it was Undead, not Goblins ;D

Title: **Re: Flamebanner: Under New Management**
Post by: **sir dieselot** on **September 22, 2010, 04:31:02 pm**

Diary of Etest,
Since I made the amazing spear, I've felt the need to go out and fight. The urge started when I met with the Deputy during whatever happened to me...
I need his hammer, it's time to live up to my name, Duty Immortal the humans would call me - for Firetower and Flamebanner.

(Yeah, back when I asked for this guy, I chose a cool dwarven name for just such an occasion as this)

Title: **Re: Flamebanner: Under New Management**
Post by: **muwahahaha** on **September 22, 2010, 06:07:44 pm**

Tamunshin's last thoughts:

... Darn.

Title: **Re: Flamebanner: Under New Management**
Post by: **Heron TSG** on **September 22, 2010, 07:32:59 pm**

Noooo! Speardwarf died! He lasted a pretty long time for being a random grunt that had a backstory especially made to indicate no backstory.

Title: **Re: Flamebanner: Under New Management**
Post by: **thunderclan** on **September 23, 2010, 07:52:47 pm**

Next updates probably won't be up until Monday unless a decent piece of time opens up this weekend.

Title: **Re: Flamebanner: Under New Management**
Post by: **thunderclan** on **October 02, 2010, 02:31:08 am**

14th Granite

The final statues were being set in place by the Masons as Firetower's body was carried down to his eternal resting place, many members of the fortress trailing behind.

Bembul and Lokum, the only remaining members of the great Mansionbrimmed family were the first to leave, heading for the dining hall to drink to Firetower's memory. As others paid their respects they joined the pair at the barrels.

Soon enough only Kanet and Mothwing remained, watched by the stone and metal faces carved into the statues around them. "It's time for the ceremony." Mothwing said softly, rousing the former Deputy from his thoughts. Nodding to the Medicine Dwarf he followed her to the door. As they pushed the glittering slab of gold into place, Kanet slipped Firetower's ring from his pocket. After pressing it into the circle of clay centered on the door he passed it to Mothwing, she in turn would place it with Fireheart's ring.

As the two Dwarves left the tomb level the clay began to dry, immortalizing the image of a tower wreathed in flames into the clay forever...

Title: **Re: Flamebanner: Under New Management**
Post by: **thunderclan** on **October 02, 2010, 04:27:45 am**

15th Granite

Like Speardwarf before him, Kanet took a moment to marvel at the amazing sights before him. He could pick out a few familiar Dwarves among those teeming below him. Wok's twirling swords were easy to spot as the Warrior decapitated a giant and a half dozen other Warriors fought against a Hydra nearby.

Heading down towards what seemed to be the main platform, he continued to see marvels. Metalworkers were laboring over their anvils and furnaces to build weapons and armor on one platform while on another a group of Dwarves clad in the dark clothing of Rangers and Animal Handlers trained some sort of lava creature.

The former Deputy found a familiar group of Dwarves waiting for him on the main platform. Firetower and Sir Nil were hard to miss in their battle gear though the Dwarf that first caught his attention was his brother, Tanak Masam. He opened his mouth to speak but was interrupted as Fireheart came to the front of the group.

"Welcome Kanet, Are you ready to recieve your 9 lives?" Fireheart asked.

"I am." Kanet replied. With that the group fanned out around Kanet.

First to approach was Hawkfrost, axe resting snugly in its sheath. "With this life I give you courage. Use it well in the defense of your Clan." As she rested a hand on Kanet's shoulder, the searing pain momentarily drove the breath from his body as his mind was filled with images of fierce fighting between Dwarves and Goblins and other, darker creatures.

Second to approach was Kanet's second brother, Obok. "With this life I give you justice. Use it well as you judge the actions of others." Another bolt of pain washed over his body as he received the life.

Tamunshin was 3rd, and despite being a more recent addition to this group looked every bit as heroic as the rest. "With this life I give you loyalty to what you know to be right. Use it well to guide your Clan in times of trouble." Having prepared for the pain by now, Kanet found the life easier to take.

Firetower moved forward now, impressive in gold edged armor and finally carrying a spear worthy of him, a shaft of gleaming gold with a sharp iron tip on the end and adorned with jewels. Kanet couldn't suppress a smile as he saw a thin black chain connecting the spear to the former Leader's gauntlet. Apparently he had finally found a way to not lose his weapon in battle.

"With this life I give you tireless energy. Use it well to carry out the duties of a Leader." With Doldinn's touch he felt vast amounts of fresh strength course through him, leaving him feeling like he could take on Uktang all by himself.

"Don't even think about it." Firetower said, seemingly knowing the younger Dwarf's thoughts as he stepped back with the other three.

It took Kanet a moment to recognize the next face. Zu Ende had been with the Warriors for so little time before he fell in battle. "With this life I give you protection. Use it well to care for your Clan as a mother cares for her children."

By this point Kanet felt ready to collapse. By his count there were four lives left to receive. Tanak was the 6th life giver. "With this life I give you mentoring. Use it well to train the young Warriors of your Clan."

Wok and Sir Nil approached together, Wok's swords still dripping with giant blood while Nil's hammer reflected the light from the lava.

"With this life I give you compassion. Use it well for the elders of your Clan, and the sick, and all those weaker then yourself." Wok had hardly finished uttering his words when Nil was adding his own. "With this life I give you love. Use it well for all the cats in your care - especially Argonnek."

Gasping from an effort greater then any of his battles, Kanet watched as the ninth life giver stopped in front of him. Fireheart had obviously branched out after his death, if the sword and knives on his belt were any indication. The red bearded Dwarf wasted no time in continuing the ceremony.

"With this life I give you nobility and certainty and faith. Use it well as you lead your Clan in the ways of the Warrior Code." Fireheart's touch proved the strongest, to Kanet it felt like he was being consumed by the raw power behind it. Finally the hand released him and he staggered back a pace as his head cleared.

After giving the new Leader a chance to recover Fireheart spoke once more.

"I hail you by your new name, Kanet Fireshield. Your old life is no more. You have now received the nine lives of a Leader and we grant you the guardianship of Thunderclan. Defend it well, care for young and old, honor your ancestors and the traditions of the Warrior Code. Live each life with pride and dignity."

As cheers rose from the Dwarves crowded just behind the group Kanet was led aside by Fireheart and Firetower...

16th Granite

The entire fortress had turned out for Fireshield's announcement. They knew it would be about the new Deputy and many bets were going around on who it would be.

"Dwarves of Flamebanner!" Kanet said, voice rising to be heard by everyone. "The time has come to choose a new Deputy. Due to intervention on the part of our ancestors though, there will be no drawing of names."

He waited as voices rose from the crowd, mainly Dwarves making last minute bets. "Fireheart and Firetower told me that the new Deputy should be the greatest Warrior in the fortress and after conferring with our scribe, Barbarossa we know who that is."

"I say these words before the spirits of our ancestors, that they may hear and approve my choice. Argonnek will be the new Deputy of Thunderclan!"

And no, before anyone asks this was not a case of me playing favorites or any other such silliness. Upon being asked if he had a preference for Deputy, Masam told me to choose the Warrior with the most kills. That happens to be Argonnek...by 1 kill.

Anyway, I'm done for the night so feel free to journal or comment. :D

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Heron TSG** on **October 02, 2010, 09:17:47 am**

Awesome. How many kills did Speardwarf get by the end?

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Dermonster** on **October 02, 2010, 09:28:54 am**

Status/kills/relationships of Derek The Decapitator?

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **October 02, 2010, 12:13:49 pm**

In the end Speardwarf had 79 kills, mostly Undead with a few Goblins thrown in. He fought from year 9 to year 15

Derek currently has 33 kills, mostly Goblins with Undead added in this last battle. So far he's fought from year 15 to year 21
Relationship wise, most everyone in the fortress is your friend aside from the newest arrivals. Was involved with a planter who got killed.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Heron TSG** on **October 02, 2010, 05:47:20 pm**

Awesome. Stabbing skeletons to death is my favorite form of funtm.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **November 20, 2010, 11:21:51 pm**

4th Slate

The long overlooked Temple of Armok was filled with the clamor of Dwarves at work. One of Fireshield's first orders had been to expand and improve the site into something worthy of Flamebanner. The Masons were divided, with most working on a wall to surround and protect the Temple while a pair removed the limestone slabs leading up to the entrance and replaced them with felsite.

Sarek and his men were working overtime in the forges to produce a number of gold and silver statues with the small supplies of those materials that remained.

Looking over the blueprints Barbarossa had drawn up, Reg directed the Dwarves who were bringing in supplies, making sure that the blocks of felsite and the boards destined for scaffolds were sent where they were needed.

6th Slate

Uktang sat gazing over a map of the world as his Generals reported on the movements of the Goblin troops. More and more territory was being added to the Demon's empire as his alliances grew, overwhelming the defenders of every settlement they invaded.

The Demon waved a hand to silence the current speaker as a trio of cloaked Goblin's emerged from the shadows of the doorway.

"Well?" He growled, impatient to hear the news these Goblins brought.

"Success my Lord." The trio's leader said in a low voice. "Doldinn Firetower is dead, thanks to our ally within their walls. He followed our plan to the letter, poisoning Doldinn during the battle and leading to his death at the hands of our Undead allies."

"Excellent!" The Demon roared. "One more obstacle is removed and in time we will be ready to wipe that miserable little fortress off the map forever."

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Argonnek** on **November 21, 2010, 01:31:18 am**

Treachery! Find this agent and kill him/her!

Ti**Re: Flamebanner: Rise of a New Leader**
Post by: **Ze Spy** on **November 21, 2010, 07:50:50 am**

Wheatley's Journal :

Just How many goblins are out there? , it's already the Hundred'th Time i've seen Mass Movements this year , i am Suspecting some kind of Massive-All on out Attack or something , And Where the Hell is the information from that Spy Baron i Snuck into That Demon's Main camp About a Decade ago? , i can't Really Decrypt what is in that Demon's Mind without that Critical Information.

Goblins aside , I Stole Zu Ende's Rifle and Some bullets , Too bad General Einstein Forgot to Drop him Weapons and all he had was His Shitty World War II Springfield Rifle , and i am Starting to Wonder why the hell that Soldier Had a Shitty two Centuries Old Rifle as a Emergency Weapon.

Since i only have Ten Bullets , The Rifle will have to be used Wisely.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Heron TSG** on **November 25, 2010, 05:05:46 pm**

Hrm... Poison? Slay the infidel!

Title: **Re: Flamebanner: The Time Of Fire Has Come**
Post by: **thunderclan** on **November 25, 2010, 09:45:59 pm**

And this is the moment when the traitor struck...

Quote from: thunderclan on September 21, 2010, 10:16:03 pm

Digging his spear into the ground, Firetower used the leverage to vault over the Spearmaster's head as the skeleton hit the trip wire and was snared by the cage that fell from the trees. Glancing down the line of hidden traps he saw the pair of Macemen he had already tricked into the cages were still contained.

Another Warrior smashed into Doldinn, knocking him aside as a spear flew overhead, burying itself deep in the trunk of a tree rather than in Firetower's body.

Rolling to his feet he gave the battlefield a quick glance and settled on charging the Macelord, who laughed as the spear passed between the bones without doing any actual damage. A mace blow stunned him momentarily and a kick send the Dwarf flying into one of the pools that dotted the landscape as a Wrestler leapt in after him.

A skull floated to the surface, followed slowly by a few other assorted bones. Then Firetower broke the surface, not even gasping as he swam to the side of the pool and hauled himself out.

A second charge faltered as a wave of pain ran through the Leader's right leg and he stumbled to the ground. The Macelord strode over with the few remaining members of his squad as the Thunderclan Leader was overcome by the pain and blacked out.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **November 29, 2010, 04:31:34 am**

12th Hematite

Zoden's squad was weary as they trudged back towards the road. Their patrol had taken them along the Northern border until they reached the Flaming Wall where they continued along the Western border until they reached the slopes that would take them back to the road.

As they reached the top of the slopes a strange sound that seemed like a combination of a whinny and a growl rose up from the direction of the road. Thinking that the caravan from the capital must have arrived early the newer recruits broke ranks and fell over each other to get down and see what had been brought this time.

Cursing the young Dwarves and already devising a punishment they wouldn't soon forget Zoden signalled the remainder of his squad to follow him down.

The Warrior froze as he reached the bottom of the slope and saw his soldiers gazing in fear at the real source of the sounds.

Over a dozen Goblins had appeared on the road, mounted on strange and terrifying beasts. They had the shape of a horse but that was it for resemblance. Their skin was black and hairless and tendrils of smoke rose from their pointed snouts. Their mouths bristled with gleaming white fangs and their muscular legs ended in sharp claws rather than hooves.

Seeing Zoden's group emerge into view sent a wave of excitement through the Goblin ranks as they wheeled their mounts around and kicked them into a charge.

With their squad leader still frozen in fear the Warriors were in complete disarray. Finally the Hammerdwarf Birut Polishedbuckle drew her weapon and charged the thundering beasts. Swinging the polished steel weapon Birut knocked the lead rider from his mount, dead before he hit the ground and brought down the horse-like creature with a crushing blow to the skull.

Seeing that despite their fearsome appearance the Goblin's mounts could be killed goaded the others into action and soon bolts were flying as the squad's Marksmen filled the air with bolts of glittering iron.

One of the beasts leapt on one of the Sworddwarves, knocking his weapon away as it sank it's fangs into his arm. Screaming as the monster bit through steel and flesh he tore himself free, his good arm reaching for his belt. Finding what he sought he drew a short dagger and with a furious roar slammed the blade into his attacker's face.

Letting loose another of the strange whinny-growls the beast reared, and fell to the side, trapping it's rider and leaving the unfortunate Goblin at the injured Dwarf's mercy.

Finally, the attackers had been beaten. Birut herself had brought down three of the beasts and bolts had proved effective as well. They had not escaped unscathed though. At least half the squad was injured in one way or another, either from the Goblin's weapons or their mounts.

Before they could rest though a cloud of smoke was noticed rising from the Temple. Knowing that this was unusual Birut took four of the least injured and headed out to investigate.

Emerging through the felsite archway into the open air courtyard of the Temple of Armok the first thing the Dwarves noticed was the dead Goblin smoking beside the altar. Apparently the God of Blood was not pleased by the invasion of his Temple.

Moving carefully saved the group as Goblins leapt down from the walls and out of shadows. Several fell wounded to bolts from the pair of Marksmen while Birut and the other two members of the group traded blows with the enemy, the Hammerdwarf finishing each opponent with a sweep of her bloodied hammer, sending the defeated enemy soaring through the air to splash into the lava as an offering to the God.

Seeing his compatriots subdued or melted the final trio of invaders turned to run, quickly losing their exhausted pursuers.

Slowing to a stop in the darkness below the wall the Goblins whispered quietly among themselves about how to escape. They were not careful enough though and the last thing the trio of invaders saw was a gleaming golden blur..

Birut had left the Marksmen to protect the archway and prevent any escapes while she went Goblin Hunting. By the time she found them though they were dead, heads sliced cleanly from their shoulders.

Slightly disappointed she headed back toward the arch, leaving the Goblin bodies laying in the shadows of the wall...

Quite an entertaining fight...Or at least the whole Goblins being launched into magma part was entertaining anyway :D

I believe Birut may have a serious future in Flamebanner. She killed 9 Goblins between the 2 groups and earned herself a nice sounding title: Birut Polishedbuckle the True Ice.

Plus, you've now seen a new member of the enemy forces. Since they aren't actually in-game though they don't count towards the kills. Just a new addition to keep things interesting, like the Stingtails...

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Argonnek** on **November 29, 2010, 08:14:18 pm**

Your writing is invigorating, and really draws me into the story, thunderclan.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **November 29, 2010, 10:29:57 pm**

Thanks! Hopefully I'll manage to keep it that way.

(A decent feat when you consider the fact that I'm largely making this story up as I go.)

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **November 29, 2010, 11:34:19 pm**

Also, we are now officially over 200 Dwarves and yet we're still just a City with a Countess. Something seems wrong about that...

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **December 01, 2010, 04:29:25 pm**

I've begun taking steps to save Flamebanner from its worst enemy (FPS):

- 1: Killing off all animals that aren't pets including war animals. Might do the pets later if I have to.
- 2: Dumping lots of junk into the magma (Goblin remains, useless iron armor, extra stone). Though this has led to a pair of burning pieces of Lignite smokng up the melting pit. Hoping they will eventually go out...
- 3: Other things I haven't thought of yet or simply don't like the idea of yet. Such as killing a number of Dwarves...Could be interesting though...

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **December 01, 2010, 05:55:33 pm**



Strange that it only gets that detailed after it starts to melt. At least I have a good way to get rid of goblin armor now (I mean besides melting it down and adding to the clutter of iron bars)

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Dermonster** on **December 01, 2010, 05:57:14 pm**

That's a winning combination right there.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Argonnek** on **December 01, 2010, 07:18:10 pm**

Bloody vomitous *and* bloody. Nice.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Ze Spy** on **December 02, 2010, 04:24:05 am**

So , the guy that ran into Doldinn was the Traitor?

Now that's some Molten iron , Throw it into more blood

Oh wait , it was getting melted , nevermind

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **December 02, 2010, 05:05:29 am**

Yep! Perfect cover, act like you're saving the guy while you're really poisoning him so the invaders can kill him.

I believe the real question though is was it THE Traitor or just A Traitor?

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Ze Spy** on **December 02, 2010, 12:36:01 pm**

5 bucks says it was A traitor

If it was , then Next thing Everybody knows , we'll have dwarves running into goblins to poison the-

Wait , what

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **December 03, 2010, 03:38:09 am**

Ah! Our friends the Undead have returned with a Spearmaster and 2 Hammer Lords. So nice that they send their best troops to be slaughtered at our hands :)

(Plus its a nice break from watching the Dwarves haul stuff.)

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **December 03, 2010, 04:05:27 am**

That was...impressive. Most of the squad didn't show so the 3 squads of invaders and a few stragglers from the 4th were slaughtered by a single dwarf!

A single Dwarf who now has 84 kills, 50 or so of which were earned just now! He's taken Wok's place on the old kill list and is now close to breaking the record of 97 kills held by Sir Nil

Let's have a round of applause for Derek Hellbringer, Decapitator of Undead. Singlehandedly broke a siege.

(Tharnas was supposed to be with him but he only showed up as Derek was beating the last Wrestler to death.)

I'd call this a good way to begin Year 22 ;D

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **Dermonster** on **December 03, 2010, 07:46:10 am**

Hell yes.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **December 04, 2010, 08:40:21 pm**

And they're back again with another 4 squads. I'm kinda tempted to send Derek out again and try to make a record for most squads slaughtered by a single soldier, but I think the greener soldiers need the training more.

Out of battle the only thing going on is the melting of stone, it seems that was the thing slowing the world down as I've seen a slowly growing increase in speed (even with 220+ Dwarves). Once all the extra is melted I might actually have a playable fortress again.

Title: **Re: Flamebanner: Rise of a New Leader**
Post by: **thunderclan** on **December 04, 2010, 10:18:22 pm**

OK, this one is going to take some work to write after I sort out my notes. Apparently I need to have the smiths make some better gauntlets as several deaths came from hands getting mangled. Also from weapons getting stuck in things.

One Dwarf actually lost all the fingers off his left hand but not the hand! By getting hit with a hammer! I am continually surprised by this place...

The count so far is 14 dead, 1 injured and 1 dead, 1 injured

Title: **Re: Flamebanner: Troubled Halls**
Post by: **thunderclan** on **December 05, 2010, 01:51:34 am**

I've lost count now, all I know is that Dwarves keep tantruming, then it seems like things are calming down before someone snaps or goes melancholy and sets off a fresh wave! I've got the place on permanent party mode (made a statue garden so they could throw parties) but they keep dying and killing each other.

The worst death so far was Sarek. Another of the original 7 who fell in a fistfight with Legolord.

EDIT: And now some of the less experienced Warriors are tantruming. I just hope it doesn't reach the others. If Derek, Kanet, Sable or Argonnek start a fistfight or worse, go berserk, Flamebanner may fall.

Title: **Re: Flamebanner: Troubled Halls**
Post by: **sonerohi** on **December 05, 2010, 01:56:11 am**

Just caught up an have to cry a little. Such a poetic death though.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 05, 2010, 04:20:13 am**

Huh, Just realized that yesterday was Flamebanner's second anniversary. For some reason I thought I'd only started last year...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 05, 2010, 11:25:38 am**

Whoa, you're right.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 05, 2010, 03:57:38 pm**

There will be an update later this evening (so like 7-8 hours from now) which may be the longest update yet!

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 05, 2010, 03:59:06 pm**

Is there much decapitation?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 05, 2010, 04:05:18 pm**

You'll just have to wait and see won't you? :)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 05, 2010, 04:08:40 pm**



Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 05, 2010, 11:40:56 pm**

11th Hematite

The fortress's inhabitants were settling in for another rousing night of drinking and fun in the Dining Hall as the sun sank out of sight, leaving only the flickering of torches at the gates to break up the darkness. The only movements were the small troop of Dwarves patrolling the Southern border...and a multitude of blackened figures who crossed the border at several different points...

Torch held high, Gumar Ast led his small squad of Warriors along the border, making sure no hostile animals or invaders were lurking in the darkness.

Without warning Gumar stumbled and fell forward, arms flailing as he hit the ground. He leapt up a few seconds later, brushing sand and twigs out of his beard before looking around for the torch. The search was in vain though as the flames had died, concealing the location.

Cursing under his breath he reached back to grab the spare torch from his pack and immediately felt a metal blade pressing against his neck. From the sudden sound of metal being drawn it was obvious that the rest of the squad was under similar conditions.

A pair of glowing eyes hovered at what was likely the other end of the blade. Squinting into the darkness the Dwarf could just make out a humanoid form below the eyes. "Surrender." The form said in a rasping voice. "Surrender and die or fight us and die slowly." It continued, pressing the blade tighter against Gumar's throat.

"Actually, it's a good time to die." Gumar said at last. "For you..." With that the Dwarf leapt backwards before ducking and lunging forward, hearing the screech of metal as his helmet brushed the side of the blade.

Clearing the weapon, he thrust his arm forward, ramming the dagger he had drawn while the thing spoke into it's torso. The lack of blood coming from the wound combined with the rasping laughter of the enemy worried the Dwarf as he retreated a few steps and freed his axe from it's loop.

"ATTACK!" The Warrior shouted to his squad mates, who quickly freed their own weapons and whirled on their surprised foes...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 06, 2010, 01:53:08 am**

As blows from his attacker rained down against his shield, Gumar realized that trying to fight these guys in the dark was getting them nowhere. "Stesok! Light!" He shouted to his second in command, who quickly dodged away from her opponent and drew an unlit torch from her pack. Driving it deep into the ground she produced a jar from her pack, removed the lid and withdrew a small creature who writhed in her hand.

Dropping the wriggling thing onto the head of the torch Stesok backed away and brought her own axe back to fighting position as the torch suddenly flared to life, filling a large circle around it with flickering light.

The restoration of light also revealed the identities of the invaders. Undead. Though the bones of these skeletons was burned black, allowing them to blend perfectly with the night. The leader was something else though, pale-skinned and wearing a pitch black cloak over a set of fine armor. The pike clutched in his hand was obviously deadly and engraved with images of death and battle.

Able to see his foe, Gumar went on the offensive, darting in quickly to take a swing at the creature and then retreating out of pike range. In this way he managed to do...very little except leave scratches in the armor. The pike swung around and this time, caught him in the shield, piercing straight through the decorated iron and sticking just before it reached his arm.

Grinning victoriously, Gumar flicked his arm to toss the shield away, taking the stuck polearm with it. Now weaponless the invader bared his teeth and charged.

The Warrior calmly drew back his weapon and as his foe came within range, swung with all his strength, severing cleanly through both armor and flesh as the thing fell. Glow already fading from his eyes as he glanced at his legs which were several feet away he managed to form his final words to the Dwarves: "Lebatha..." before the last bit of life or unlife left him.

Stesok came over to him as Gumar stood looking down at the corpse. "Sir, we've spotted more shapes moving further in along the Eastern border. I believe that this group is part of a larger invasion force."

"You're probably right Stesok." Gumar replied, as he waved his soldiers over. "Let's go welcome them to Flamebanner. Bring that torch, we may need it."

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 06, 2010, 09:08:57 am**

Huzzah!

Ti**le: Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 06, 2010, 05:15:23 pm**

Stesok had been right. As they moved by torchlight along the Eastern border Gumar and his Warriors found a second squad of blackened skeletal soldiers. Their leader, a Spearmaster spotted the moving flames and met the Dwarves charge head on...

Brushing aside a spear thrust with his shield Gumar dove forward, intending to slice the legs from under the Undead creature. He was unable to break through the thick armor though and was forced to roll out of the way of a Hammerman who had tried to sneak up behind him.

Nearby, Stesok and Soshosh fought back to back against a circle of Wrestlers and Hammermen while Osod Ugog was weaving around his

own opponent, striking where he could and trying to find a weakness in the iron plate covering the brittle bones.

The final member of the squad, Otil Kurel, was on the ground bleeding from a wound in his ankle. He was still managing to fight though, beating his attackers back with his shield.

A burst of cruel laughter erupted from the Spearmaster as he smashed Gumar in the face with his free hand and knocked him to the grass with a swing of his weapon. Standing over the stunned Warrior with a Hammer Lord at each side the elite Undead plunged his spear into the Dwarf's neck, ending his futile struggle against Uktang.

Surrounded as they were by enemies, Stesok and Soshosh could do little more then watch as their friend and captain was killed. Things rapidly went downhill from there as a lucky hammer swing smashed Soshosh's shield hand, completely removing 2 fingers and leaving him vulnerable to further attacks.

Much needed backup arrived in the form of Solon and Thob. Stesok's spirits rose further when she saw that Solon was wielding the spear Dimpleleather. Before she could return her attention to the battle though another hammer swung down onto her weapon hand, removing 2 fingers and forcing her to drop her weapon in pain.

That move cost the Dwarf her life as the Undead fell on the now weaponless Dwarf, pummeling her into the ground before turning their eyeless gaze on the unconscious Soshosh.

Thob was the next to die. His training proved lacking as he dodged one hammer and moved straight into the path of another which sent him crashing to the ground where he was soon beaten to death by iron hammers.

With Dimpleleather clutched in his hands, Solon was pushing a pair of Wrestlers back, though his choice of weapon meant he could do little damage unless he started wrestling them. He kept at it though, swinging the decorated artifact around and occasionally using his shield as a battering ram as well.

Roaring a battle cry he sent the spear punching through the gauntlet of one of the Wrestlers who stumbled back from the force of the blow. The cry broke off abruptly though when Solon went to remove the spear and found it stuck, trapped between metal and bone.

As the second Wrestler approached the Warrior lashed out with his shield, luckily slicing through the unprotected neck and dropping the now lifeless skeleton to the ground. Solon cried out in pain as a flying spear hit him, plunging through both hands. Glancing back along the spear's path he saw the Spearmaster striding towards him, only pausing to take a spear from one of his fallen soldiers.

Unable to fight with his hands trapped, the Dwarf could do little against the attack that sent him into Armok's embrace.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 06, 2010, 11:25:09 pm**

Nearby, the squad commanded by Keshan had engaged a 3rd squad of skeletons commanded by an Axelord. Unfortunately, the bad luck that seemed to have settled over the Warriors continued to strike, leading to the deaths of both Bubbles and Keshan.

As Kogan traded blows with an Axeman he was amazed to see Lor, one of the newer recruits show up with nothing but the mud and blood on his back. The young Dwarf then proceeded to strip the bodies of the two fallen Dwarves of armor and take up Bubbles mace before joining the fight.

Back at the spot where Gumar's squad had made their stand, things had dissolved into utter chaos. Thob had been torn apart by the Spearmaster and Osod Ugog had been left with a pair of mangled legs and a broken arm.

Soshosh was proving the most capable of the quickly tiring defenders. Singlehandedly she had dropped 2 Hammermen and a Wrestler while avoiding the trio of elites that stalked the field.

It would not last though, as the Dwarf's strength failed her at the worst moment and she was fatally injured and left to die while the invaders moved on to the final member of the squad, Otil Kurel.

Kogan was forced to watch with growing fear as his fellow fighters were slaughtered around him by the rampaging Axelord. Onul, Kigok and Lor dead as they tried to gang up on the leader and Shorast mere moments later as a pair of Axemen lopped off his arms.

Now Kogan was alone on the field, a field which still held nearly a dozen Undead soldiers and their bloodthirsty leader. Knowing that his corpse would soon lie among those of his friends, he charged, intending to take a few more skulls with him as he ran straight into the middle of the group...

Having finally managed to rise to his feet, Otil was smashing his way through the murderous Undead, using both shield and blade to crush skulls and remove arms and legs. After several minutes of furious fighting, the odds had dwindled to just 3-1. The 3 though, were the elites. They wasted no time in turning the valiant Dwarf into a broken form on the ground...

In case anyone is trying to keep track, that is **2** squads, completely destroyed. Leaving behind a large number of the Axelord's group, the 3 elites and an untouched squad led by a Mace Lord.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Argonnek** on **December 07, 2010, 01:13:18 am**

Armok seems to hunger for more blood... Let's hope he's finished taking it before the next siege.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 07, 2010, 01:57:00 am**

By this time word had begun to get around that the fortress was being attacked. The Senior Warriors were quick to gather their squads and move out as rumors of a massacre drifted in. Zoden and Birut (Now in command of her squad) were left to protect the fortress itself.

Some were not so happy at the rumors though. Most irritated of all was the Planter Udib who started a fist fight with his own wife, the Clerk Zasit, injuring her arm, leg and hip quite badly before he calmed down and left her resting comfortably on the bed.

The trio of elite Undead were the first to fall. The majority of the Warriors simply stood back and let Derek at the clueless invaders.

Dual swords drawn, the Dwarf showed off his skills by adding a series of acrobatics to his tearing apart of Undead. As he pulled the Spearmaster's skull off his sword and stowed it in his pack, Kanet realized they were wasting time and set off at a fast pace toward the

second battlefield.

This field was slick with the blood of Dwarves. Skilled and confident as they were though, they still blew up quite nicely when exposed to Argonnek's explosive projectiles. Those who survived were mercilessly torn apart, bones scattered over several yards.

Positioned on a slightly higher part of the border, the Macelord had a good view of the other squads being shattered. Turning he hissed the order to retreat just as Derek and Tharnas fell upon them. Hissing encouragement to his soldiers as the Dwarven Decapitator cut a dusty swathe through them he inched closer to safety. Once their leader crossed the border his remaining few fighters broke ranks and followed him.

Kanet, Argonnek, Sable and their squads met the pair as Derek was collecting severed skulls for his pile, which was growing quickly and would soon surpass that of the first Decapitator, Wok.

"The rumors are true." The Thunderclan Leader said, saddened at the loss of good Dwarves and Warriors.

"How many did we lose?" Sable asked, Flamequill still held in her hands.

"14." He replied instantly. "14 dead across 2 squads."

"They will be remembered and immortalized once they are entombed alongside the other brave Dwarves who sacrificed themselves for Flamebanner. Argonnek said, trying to raise her Leader's spirits.

Derek quietly sent the Tharnas and the other junior Warriors to collect the bodies for burial...

Sooo...Not alot of Decapitation (That I saw) but the number of heads make me think there was a good bit.

I believe 14 dead might be the worst we've ever done against a siege.

Also...I'm not done updating yet.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 07, 2010, 03:54:31 am**

14 deaths...That number spread like wildfire throughout the fortress as the preparations were made for the mourning. Unfortunately this proved a grave mistake. During Kanet's speech the Head of Glassworking, Legolord was overcome with grief and attacked the closest Dwarf, his friend and fellow Founder Sarek, Head of Metalworking.

Dying at the fists of his tantruming friend, the horrified Dwarves interred the old Dwarf with the others as Mothwing led the Glassmaker off for a meeting.

The added loss proved too much for others who began fighting in the halls and smashing the occasional table or bed. They calmed quickly after the outbursts though...

20th Hematite

"Whats the report?" Kanet asked from his desk as Argonnek entered the office.

"3 more injured. Mothwing's had to take on a couple of Peasants to help with the workload." The Deputy replied with a sigh.

"Have my plans been put into effect?" He continued.

"Yes, as per your orders, the Dining Hall has been set up as a statue garden for parties. There is one going on even as we speak." Anything the Deputy might have said next was lost as screams erupted from the other side of the door.

On his feet immediately, Kanet pulled open his door and glanced out over the chaos that had descended on the party. It seemed that 2 of the children had finally snapped and gone berserk, chasing the sane Dwarves around the room.

He was about to shut the door when another scream rose from the stairs. Rushing out he was in time to see the body of a Planter rolling downstairs minus an arm which followed a moment later.

Stepping away from the blood that began to pool on the floor he glanced around and waved Sable and Derek over from their posts outside the Noble bedrooms.

"Another riot I'm afraid." Kanet said, gesturing back towards the Hall. "See if you can't put a stop to it before any more of us get hurt."

"We'll take care of it in no time." Sable reassured him, allowing a brief smile to cross her face...

12th Malachite

Hauling Argonnek along with one hand and clutching a wound on his side with the other, Kanet raced through the halls of Flamebanner. Dodging around the Fisherdwarf Morul who was fighting with Legolord's wife Igorina, the Thunderclan Leader reached the Dining Hall where another party had dissolved into a riot.

Slamming his office door open with his shoulder, he pulled Argonnek forward before releasing his grip on her hand, sending her stumbling across the room as Kanet started dragging one of his cabinets across the floor to barricade the door.

With Argonnek's help the only entrance to the office was blocked by furniture. Safe, Kanet slumped into his chair to allow Argonnek to tend his wounds...

Darn you Legolord, you had to go and kill Sarek didn't you?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **December 07, 2010, 08:27:35 am**

Oh , right

And I am pretty sure you'll go about writing up a Update about one of That demon's sorcerer Made half of the Fortress tantrum etc etc etc

seewhatididthar?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Argonnek** on **December 07, 2010, 01:20:45 pm**

I'm not going to tantrum anytime soon, right? I'm opposed to killing dwarves.

Ze: Actually no. This is just a simple case of Tantrum Spiral. The only thing our enemies did was kill the first 14.

Argonnek: I believe you're one of the few who hasn't tantrumed (My guess is the "Doesn't really care about anything anymore" thing is helping.) Though if I remember rightly you did kill a couple of Dwarves who went Berserk...I'd have to check to be sure though.

10th Timber

Pushing the scarred remnants of the door open, Kanet and Argonnek moved cautiously out into the Dining Hall, crossbows at the ready. Thinner after several weeks of little food and entirely too sober after their supplies of booze ran out the pair had been forced out of their barricaded sanctuary.

The Hall spoke of the chaos that had fallen upon the fortress in the Summer and Autumn. Countless bodies littered the floor, among the debris of broken tables and chairs and toppled statues. Shifting enough of the rubble to open the doors they moved into hallways that were almost as bad.

They continued to glance around as they made their way to the stairs, ready to fight if any insane Dwarves appeared.

Oddly enough, the workshop level was almost intact. The only shop that had been attacked was the Mason's and the body of Korgan lay half in/half out of the doorway. The multitude of stone coffins implied that he had remained sane and worked to give an ever growing number of dead a suitable resting place right up to his own death.

The lack of life worried the Leader and Deputy as they made a beeline for the food and booze stockpile. After ensuring that the supplies had not been tainted by the rotting bodies that lay among the barrels they drank heavily, greatly enjoying the taste of fine Dwarven brews after so long without them.

Sated and feeling strong again the duo filled their packs and returned to the stairs, intending to make for the Barracks and Infirmary.

They were in for a surprise as they ascended into the entrance hall. Thick slabs of granite had been placed hurriedly at both ends of the hall, blocking all outside access. The doors of the Barracks were open wide though and the sounds of weapons clashing and bolts hitting targets echoed out to them.

Kanet sighed in relief as he entered the Barracks and saw that at least some Dwarves had survived. The Warriors Aban, Kodor, Mingkil and Kel were sparring while the Marksdwarf Kigok sent bone bolts flying at the targets in the archery range.

"We were beginning to wonder if you'd survived." A voice from the left made them turn as Sable and Derek entered from the armory. The Senior Warriors looked battered and worn but otherwise seemed in good spirits.

"We managed to take refuge in my office. We had enough supplies in our packs for a couple months but we had to come out eventually. I'm just glad we aren't the only ones left." Kanet said, returning Sable's grin.

"There aren't many of us left alive I'm afraid." Derek reported. "Counting you two we're up to a dozen Warriors and a few civilians. There are probably more hiding out around here but they probably don't realize its safe to come out."

"Is it actually safe?" Argonnek asked.

"Aye, once Dwarves started going into hiding the insane more or less killed each off. There are still a few miserable souls who may still snap but I believe we're in control of the situation again." Sable replied.

"What about the hall? Why is it blocked off?"

"Back in Early Autumn the Undead showed up again." Derek reported grimly. "We were still in the grip of the insane so we did the only thing we could to survive, blocked the entrances to the fort and hotel and hope they don't feel like digging to get at us."

"Sadly, not everyone got inside in time. We know Endok was out there along with at least 3 Warriors" He continued. "Tharnas included."

"They might still be alive." Kigok broke in, appearing in the doorway of the range. "Tharnas is a tough Dwarf and Endok has the hammer of his. Heck, he's probably thrilled he finally gets to beat someone with it." He laughed at the mental image of the Undead trying to fight the might of a Hammerer.

"There one way to be sure." Kanet said. "We'll open the door and see for ourselves."

The Tantrum Spiral ended after a few monthes. I'm still working on figuring out who's left but as of now I know that the following are dead:

- Jillian, Head of Farming
- Sarek, Head of Metalworking
- Legolord, Head of Glassworking
- Igorina, Head Leatherworker
- Rakust, Head of Woodworking
- Barbarossa, Master Architect and Engraver
- Reg, Head of Masonry
- Korgan, Head of Masonry
- Etest Kudar, Weaponsmith
- Eli, Mechanic
- Gizmo, Siege Operator/Engineer
- Hexed, Siege Operator/Engineer
- Tulon, Master Chef
- Olin, Brewmaster
- Akhier, Head Mechanic
- Newb, Trademaster
- Mothwing, Medicine Dwarf

So, pretty much every single forum member character is dead as well as our Medicine Dwarf and all 7 of the Founders: Fireheart, Kornash, Jillian, Legolord, Sarek, Skid and Newb.

If anyone wants a new Dwarf (or 2 or 3) you know the drill. Flamebanner has survived so this will continue. :)

Wow, that's one nasty tantrum spiral.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 08, 2010, 07:28:21 pm**

Yeah, as of this moment our community of 220 Dwarves is down to around 30, and some of them are still miserable/insane.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Argonnek** on **December 08, 2010, 08:43:44 pm**

Damn. I'm glad my dwarf's apathetic to the things around her.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **hexedmagica** on **December 08, 2010, 09:11:20 pm**

Damn. Dwarf-me died. That's a tad bad. Oh well. Can I claim a swordsdwarf?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 08, 2010, 09:49:41 pm**

Of course...I think one of the survivors is a Swordsdwarf. Though I'd prefer not to use the name Hexed again if you have another name handy...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 10, 2010, 04:02:06 am**

17th Timber

After spending several more days rounding up the survivors from inside the fortress and entombing a few of the more disgusting smelling bodies Kanet gathered everyone in the entrance hall. The civilians had all been armed with a variety of weapons from the Armory, just in case any hostiles were lurking outside.

"Open it." Kanet said, nodding to Nurom and Kel, who stood on either side of the stone slabs. Heaving with all their strength the duo managed to shove the obstacles away. Briefly blinded by the sun after so many weeks underground, the Dwarves could do little more than blink and shield their eyes for several seconds.

As vision returned though, they saw that the chaos had hit here as well. The meeting area was cluttered with bodies, including those of Tharnas, Endok and the other Warriors. As the group moved outdoors they could see that the area around the gate was littered with bones and equipment, a sure sign that the Undead had made another attack and this time, breached the very walls of Flamebanner.

"Spread out and see if anyone is still alive." Kanet ordered. Nodding agreement, the other Warriors divided the civilians into search parties.

An hour was all it took to search the remainder of the fortress. As the last of the serach parties returned they reported like all the others. Mansionbrimmed Manor, Orwen's Tower and the Temple of Armok were devoid of life or undeath but the Manor held several more bodies.

Kanet was just about to order everyone back inside when Argonnek spoke suddenly. "What about the wilderness?"

"What about it?" Derek asked, confused

"Well, we know the Undead came back, and we know Tharnas and the others must have seen them off but died afterward." She explained quickly. "Isn't it possible that some of the civilians might have escaped through the gates during the battle and be hiding out in the wilderness, just in case the Undead won the battle?"

"Wouldn't they have come back by now though?" Kigok asked.

"Not if they don't know there are survivors from inside. Why risk coming back when the skeletons might be roaming free and with no certainty that anyone inside was alive?" The Deputy pointed out.

"She's right. It is a slim possibility." Kanet said, seeing the sense to such a plan. "Sable, get up to the tower and see if Wok's horn is still there. If it is, sound the all clear."

Sheathing Flamequill, Sable ran over to the gatehouse and vanished inside to reappear on the walls a second later. The small group waited hopefully, and managed a small cheer when the clear, crisp notes of Wok's horn echoed out from the stone structure...

Argonnek was quite pleased. Her hunch had been right. Shortly after the blowing of the horn, a pair of Dwarves appeared in the gateway. They looked overjoyed to see other Dwarves and came rushing over.

"Names?" Derek asked, pulling a stone tablet out of his pack, which he'd been marking survivors names down on.

"Planter Cerol Beakwind and Armorer Kol Paintstood the Still Lost-Portal of Circumstance." Replied a bruised and battered Dwarf. Underneath the dirt and blood the Warrior could almost make out one of the Dwarves who had worked and taken meals with Sarek's team.

The happy greetings were interrupted by a voice from the gates. "Um...Excuse me? Is this Flamebanner?" asked a nervous looking Dwarf in the outfit of a farmer. His two companions were too busy gazing at the carnage around them to speak.

"It is, Though I'm afraid things are a bit messy right now." Kanet answered.

"Well, we came here to get away from the Kobolds." The first Dwarf said. "They've become a force to be reckoned with lately. They took the town of Kragnir without any of their allies."

"Well, the Undead tried and failed to take Flamebanner even when only a couple of Warriors and a mad Hammerer were defending it." Derek pointed out, gesturing to the bones scattered around.

"True. Plus its not like there are many other options these days." One of the others spoke up.

"Can I add you to the list then?" Derek asked.

"Engraver Atir Keyivy, Leatherworker Shorast Wheelboard and Miller Zasit Crystalshuts." The final member of the group said after conferring with his companions.

"Welcome to Flamebanner then." Kanet said warmly. "Let's get inside before it gets much later."

Migrants! I didn't think anyone would be coming to this "cursed deathtrap" for years and yet we got 3 new Dwarves!

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 10, 2010, 04:20:36 am**

20th Timber

The survivors of Flamebanner had gathered in the Barracks after another day of cleaning blood and hauling bodies. Derek and Sable had finally finished the list of fallen Dwarves and were about to make their report.

"First, the bad news." Sable said as she picked up a tablet from the table. "We've lost most of our Warriors as well as most of our skilled Craftsmen. That includes Metalworkers."

"It gets worse though." Derek stated before anyone else could speak. "We also found the body of Rakust, our Liaison from the Mountainhomes"

"Whats the good news?" Argonnek asked, seeing the pained expression on Kanet's face as he heard of the Liaison's death.

"Well, with the new arrivals we have a grand total of 13 survivors." Sable said brightly, passing the list of names to Kanet.

Leader Kanet Fireshield Whipsystems the Gilded Frost of Equality
Deputy Argonnek Roofsea the Tall Labor
Decapitator of Undead Derek Hellbringer Cosmosirons the Fenced Stigma of Jades
Sable Finderaxes the Romantic Jail, Wielder of Flamequill
Warrior Nurom Fatgate
Warrior Kel Satinglad the Infinite Echoes
Marksdwarf Kigok Paddlemaster
Engraver Atir Keyivy
Armorer Kol Paintstood
Leatherworker Shorast Wheelboard
Miller Zasit Crystalshuts
Planter Cerol Beakwind
Peasant Ushat Doomedworks

That's everyone we have left. 220 Dwarves down to 13...A dark day for Flamebanner...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 11, 2010, 02:34:00 am**

21st Timber

"Ok everyone." Argonnek said as the small group of civilians gathered around her. "Until we can get some more help we're all going to be having to do more work. We've given each of you several assignments which may or may not include things you know."

Pulling the rolled up paper from her pack she read it's contents aloud:

"First off, anyone without a job is to be on hauling duty. Kanet has decided that we need to prove we're still great both militarily and economically. For that reason he has ordered that all the remaining beds, tables, chairs and doors be removed and dumped into magma." She paused to stave off the rising protests.

"Yes, I know we'll be roughing it for a while but we'll have quarters set up again in no time. Thats your job Atir. You are to expand your stoneworking skills to creating furniture."

"Cerol, we have a decent supply of food and booze for such a small number so you are being sidetracked to carpentry and woodcutting. Your first order is to make new beds for us and any future arrivals."

"Ushat, As you have no particular skills we're putting you in charge of decoration. You'll have full access to all our gem and metal supplies in order to decorate the new furnishings."

"Kol, as the only Dwarf left who knows how to run the forges you'll be busy with non-military metalwork. Like Atir, you'll be building furniture."

"Zasit, Shorast, we don't have anything specific for you to do for the moment so just help out where you can." Argonnek said, rolling up the paper and stowing it once more as the Dwarves hurried off to begin work on restoring the fortress...

Also, I have this desire to build some sort of monument to celebrate our survival. Anyone have any ideas? Our main building materials are iron and red felsite.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Argonnek** on **December 11, 2010, 12:49:04 pm**

A giant dwarf carved out of the mountainside, looking upon all that occurs in our lands.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 11, 2010, 01:27:00 pm**

We don't really have a mountainside left...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 11, 2010, 10:27:41 pm**

Can I have the wandering spirit of Barbarossa the Master Engraver possess Ushat as he works on decorating things? Seems like a suitable host body.

As far as monuments go, I'd recommend a self-sufficient tantrum shelter. You could make a checkerboard instead though, since you have red and black.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 11, 2010, 11:23:07 pm**

Thats actually not a bad idea. Then the Dwarves can play Goblin/Undead checkers or chess or whatever.

Be an interesting way to do an arena...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **December 12, 2010, 01:35:17 am**

Quote from: thunderclan on December 11, 2010, 11:23:07 pm

Then the Dwarves can play Goblin/Undead checkers or chess or whatever.

5 Bucks says that what you really mean is "Make a arena With a checkerboard Floor"

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 12, 2010, 01:44:44 am**

That would be far too simple! :o

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 12, 2010, 04:37:43 am**

8th Slate

Though the going was incredibly slow, the fortress was slowly being emptied of its remaining, inferior furnishings. While the Warriors took turns patrolling the border or finding comfortable spots to sleep in their empty Barracks the civilians went to work.

On a morning in Mid-Spring, Kanet was shaken roughly awake. Weary from a recent fight with skeletons it took several seconds for his mind to start working again as he scrambled to his feet. Sable was standing next to him and looking quite agitated.

"Whats the problem?" Kanet asked, knowing that look well.

"Some Dwarves have been sighted at the border. Unfortunately, its Nobles, led by the new Count of Flamebanner." The Warrior responded, shaking her head in disgust. "We need strong workers if we're to rebuild, not a bunch of cocky idiots who just want us to do what they say."

"You know as well as I do that that isn't how things are done around here. Fireheart never took any pushing around from the Nobles and neither will we." Kanet said as he headed towards the door.

As he emerged into the sunshine, the sounds of yelling Dwarves drifted to him on the wind. At the gates he could see Derek arguing with a man dressed in the fancy robes of a Tax Collector.

"Derek, stand down." He said as he came over. The Decapitator looked as annoyed as Sable and muttered very unpleasant things under his breath as he stalked away.

"That man should be hammered for his insolence." The new arrival said. "As should you all. Killing Dwarves and taking over a fortress is the worst crime possible."

"Excuse me?" Kanet said, wanting to believe his ears were deceiving him but knowing it was not true.

"Yes, we've heard the news in the Mountainhomes." The taxman said, not noticing the furious look overtaking Kanet's face.. "We heard how this place sank into chaos after some of it's so-called "protectors" started slaughtering their fellow Dwarves, starting with their leader."

"Count Imbid and Hammerer Dumed will be responsible for restoring order and punishing every one of your band of traitors." The Dwarven Noble's next words were lost to a terrified scream as Kanet grabbed the front of his robe and dragged him close.

"Traitors? You happen to be addressing Kanet "Fireshield" Whipsystems the Gilded Frost of Equality and Leader of Thunderclan! This place has been through chaos but it it due to the never-ending assaults by Uktang's skeletal allies which robbed 14 brave Dwarves of their lives and led to the deaths of almost every single soul within Flamebanner." Kanet spat at the terrified Dwarf.

"Currently there are 13 of us who survived and I am leading them in the rebuilding of our home. Anyone who threatens this place will be dealt with as though they were an enemy."

"But...The facts were clear!" The Noble stammered.

"What is going on here?" Kanet turned to see a group of Dwarves standing in the gateway, all dressed in the garb of Nobles.

"Count Imbit." Kanet said with a small bow. "I regret to say that your Tax Collector has a very poor view of how Flamebanner currently stands."

"Sibrek." The Count said in a tired voice. "I told you I wanted to hear what any residents had to say before I decided if the rumors were true."

"Well, if they are the same stories this fool has been telling then I can assure you that they are either false or not completely accurate. I would swear it by my honor and my position as Leader of Thunderclan." Kanet said.

"I'm afraid we won't be much help with rebuilding but I'm sure we can find some way to help." Imbit said. "Though I think we should talk once you're through with Sibrek there." A small smile crossed his lips as he waved his people towards the fortress entrance.

Giving the still terrified Tax Collector a final fierce look, Kanet released his robe. The Noble fell into a huddled ball as Kanet headed inside...

We have Nobles again. A full batch though STILL no Duke. What is the deal!

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **December 12, 2010, 09:28:08 am**

I hate nobles

AFAIK Dukes need a Count to arrive at fortresses first

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 12, 2010, 12:31:29 pm**

Just what we needed!

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 12, 2010, 06:12:00 pm**

I'm noticing a definete increase in Undead activity. In the last year we've had 4 attacks: the spiral causing siege, another while we were locked down, another soon after we came out and now a 4th has arrived. I love it!! :D

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 12, 2010, 07:09:09 pm**

And a new guest has arrived: The Dragon Zes. What is your opinion on the matter? Shall I send the Warriors out to fight it or should we try to get it into a cage?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Argonnek** on **December 12, 2010, 07:09:49 pm**

Well, we're the last bastion of civilization outside of the Undead and Goblin territories. They feel the need to conquer the world, so they are concentrating on us.

Cage it! Do we have a dungeon master?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 12, 2010, 07:28:54 pm**

We do indeed. The trick will be luring Zes into the cages without any flaming Dwarves.

Also, we're not *quite* the last bastion. Theres a few others, including the capital...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 12, 2010, 07:31:45 pm**

Weren't war dragons added at some point?

OOh, I get a pet war dragon! I call it!

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 12, 2010, 07:50:14 pm**

Even if they aren't I could add it in...I did for bears and big cats so why not Dragons?

EDIT: Well, that was rather easy. He walked right into the cages...I guess I don't have to lure him now :)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **December 12, 2010, 09:45:43 pm**

Tame him

And make sure he stays the hell away from your dwarves during combat

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 12, 2010, 11:03:44 pm**

Everybody is coming to the party now, the Goblins are sieging now. I think this may be the best year we've had yet...and it's only fall!

EDIT: Hmm, I'd forgotten how much tougher Goblins are then Undead. I'll get this right eventually!

EDIT: OK, something is definetly wrong here! Goblins simply CAN NOT be this tough. They never have been before, and after a few experiments with the raws I discovered that they can kill us no matter how much size or damblock I give Dwarves...I am stumped.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **December 13, 2010, 01:49:31 am**

OMG GOBLINS ARE TEH HAXORS

Check your Goblin RAWs again , Perhaps you screwed up there

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 13, 2010, 02:34:28 am**

Raw is fine, checked it against the copy on the wiki and there are no oddities. This...is not good.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 13, 2010, 05:48:08 pm**

Alrighty, for lack of any ideas and because I want to have the fortress rebuilding done before the end of the year (2010, not 23) I've decided to simply make a brief change to the Goblin Raw so that they melt on arrival.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Argonnek** on **December 13, 2010, 06:36:54 pm**

That sounds fantastic.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 13, 2010, 08:30:46 pm**

20th Limestone

"What in the world..." Zagel Giltblenches face wore a look of awe as she watched the trio of armed Dwarves approach her wagon.

"It's good to see you here Zagel, We were worried the Queen had written us off as dead." Kanet said, glancing along the road at the line of wagons. "We can certainly use the supplies."

"Her Majesty recieved a letter from Count Imbit." Zagel explained. "In it he said that Flamebanner was very much alive but in dire need of supplies to rebuild if it was to continue to be a thorn in Uktang's side."

"It's true that our numbers are much reduced and our halls bare of fine works but once word spreads I expect we will receive refugees from other forts once more." Kanet said, seeming to be looking at this future already.

"Enough talk though. It's not exactly safe outside the walls these days." With that, the Thunderclan Leader started back along the road, the caravan hot on his heels, guards wary of any threats.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 14, 2010, 01:24:50 pm**

We managed to get a few useful supplies for a large amount of cave spider silk cloth. This no Liaison thing is really going to hurt though.

Also contemplated stealing the guards but decided I wasn't ready for more Dwarves complaining about the lack of beds...and chairs...and everything else...It's now Spring of Year 24. 20 years since we mined out the first halls of Flamebanner.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 14, 2010, 05:47:02 pm**

Wow, so we've been averaging a year per month.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 14, 2010, 08:20:40 pm**

As of the 25th Slate we have 3 new citizens: The Carpenter Osheb, the Mechanic Vakist and the Peasant Ustuth!

(In an attempt to have no more screw-ups with the name/gender thing I am going to report the gender of each new Migrant so any who claim Dwarves know whos who.)

Osheb and Ustuth are male
Vakist is female

Now the current citizens:
Male: Mayor Cerol, Tax Collector Sibrek, Count Imbit, Philosopher Gasis, Warrior Kigok

Female: Engraver Atir, Armorer Kol, Leatherworker Shorast, Miller Zasit, Hammerer Dumed, Countess Erith, Dungeon Master Iiral, Warrior Nurom, Warrior Kel, Peasant Ushat, Baby Mafol

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 14, 2010, 10:27:47 pm**

It is official!

Derek "Hellbringer" is the most deadly Warrior to ever live in Flamebanner. He currently stands at 121 kills!

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 14, 2010, 10:59:30 pm**

Yes.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 14, 2010, 11:29:50 pm**

Awesome! Has Ushat felt any presences that are seemingly obsessed with engraving? ;D

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 14, 2010, 11:50:39 pm**

Not yet, soon though. Once I start the serious rebuilding. ;)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 15, 2010, 04:12:01 am**

11th Limestone

"Whats the latest?" Kanet asked as Argonnek stepped into his bare office.

"The last of the old furniture has been melted or dumped. The halls and rooms are now completely empty." The Deputy replied.

"Also, most of the shops have begun to be rebuilt and Ustuth managed to find one of the picks and start mining out a space for the Decorator's Workshop." She continued before Kanet could get a word in.

"Excellent! We may be able to start living comfortably again before Winter." Kanet said, his mind briefly wandering to a point in time when they didn't have to sleep on the floor of the Forgeworks at night. He pulled his attention back quickly when he realized Argonnek was still talking.

"Sorry, what was that?" He asked.

"I said that there's something going on in that empty level between the living quarters and the tombs. Parts of it have been mined out but Ustuth won't say why. No one else seems to be willing to speak about it either." Argonnek repeated.

"We'll see what happens. For now, we have to go on patrol. With Nurom dead there are only 6 of us left." Kanet replied as he buckled on his weapon belt and picked up his shield...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 15, 2010, 08:34:35 pm**

Whoa, I thought we had 14. Six is very... small. Or is that just the military?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 15, 2010, 09:33:30 pm**

Thats just the Warriors. Currently we have 24 total thanks to a newly arrived Woodcutter and Countess Erith giving birth to 2 daughters since she arrived.

The Decorater's Workshop is doing a booming busniess and furnishings are being churned out. Our Engraver Atir also seems to have a thing for cats as half the cats have adopted her and she makes many of her engravings about cats.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 16, 2010, 01:12:09 am**

Interesting, the Goblins are back to ambushes. Didn't even think they could go back once they started sieging. Or maybe we just aren't worth the trouble of getting an army together anymore :)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Argonnek** on **December 16, 2010, 01:29:47 am**

I thought that they all melted upon entering your territory.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 16, 2010, 02:17:07 am**

I turned that off because it seemed to be cauing problems with the siege tag not going away. Plenty of melted Goblins but after a season that tag was still there so I decided to save scum.

The ambushes are no problem though, the civilians have been soundly thrashing the ones that avoid the border cages. If we have another round of seemingly unbeatable sieges I'll likely reactivate it.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 16, 2010, 09:44:35 pm**

Whatever was screwy with Goblins seems to be gone now as we recently demolished a 5 squad siege without anything more then scratches. Also, the HAMMERER is proving useful! He has found a hobby in teaching Kobolds to fly. The thieves seem unwilling to learn though... ;)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 17, 2010, 11:53:46 pm**

Interesting thing I noticed about Kanet after the latest Goblin siege. He spent 5 years living on the fame from killing a Titan then spent the next 5 killing everything he could (117 things to date to be exact) Maybe he needed some new stories to tell :D

Also, I believe the Summer of Blood and Chaos phase of the story is nearly over. I think we will be a functioning fortress again by Spring of 26 (About 2 seasons from now). Provided the Mountain Goats leave us be. They keep scaring the civilians, kind of irritating really.

Finally, I just realized I forgot we had an Armorer. He's been fighting as a Warrior for a while now and I never realized. I thought it was strange he didn't have a squad...or a weapon...or any armor. He is now an Expert Wrestler with 29 kills. If I didn't need him to make more armor I'd probably put him into full-time training.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 17, 2010, 11:59:03 pm**

Hey, could you test if i can go against an ambush or siege alone and come out on top?

Works: Write it up as a rite of ascension or something.

Doesn't work: Save scum and forget about it.

Just kinda curious.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 18, 2010, 12:09:40 am**

Goblins or Undead? I'm rather curious about that myself actually.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 18, 2010, 12:12:04 am**

Hmm... Do both?

I will flip a coin.

Heads goblins, tails undead.

Heads.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 18, 2010, 12:16:41 am**

Goblins it is!

I think I'm going to say this: If Derek actually survives such an encounter I'm going to provide him with one of the artifact beds and one of the artifact statues in his new quarters.

Yes, new quarters! I decided to make some new rooms for our surviving Senior Warriors. That is the mysterious mining going on that Argonnek reported to Kanet about.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 18, 2010, 12:35:41 am**

Don't I already have an artifact statue?

WOO DOUBLE EPIC STATUE TIME.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 18, 2010, 12:52:37 am**

No, you HAD an artifact statue. I moved it in an attempt to halt what became the nearly fortress-ending tantrum spiral.

And now the fortress has no built furniture items so you still have no artifact statue. :)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **sir dieselot** on **December 18, 2010, 11:00:15 am**

This is still alive and I hadn't noticed! Awesome job on these last few updates.
My second dwarf is dead, noooooo. So, I'd like to claim that armourer/wrestler, called "Zimesh Bunsoth" (Phantom God-Forsaken in dwarfish). He could be some sort of sneaky/shady character who grumbles about bad omens as he works.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 18, 2010, 01:23:57 pm**

I can do that. After I finish having him make lots of armor do you want him in full-time Warrior training?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **sir dieselot** on **December 18, 2010, 01:55:18 pm**

Yesh please Thunderclan, I think we could do with the warriors at the moment.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 19, 2010, 12:16:27 pm**

OK, just a head-up for you guys that I'm putting updates on hold until after the holidays (at least until after Christmas) as I just don't have the time to sit and type out anything decent right now.

Play will continue though so once updates resume we should be fairly well recovered from the Great Tantrum.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 23, 2010, 05:31:37 pm**

In case anyone cares there is another tale I've written over here: <http://ghostmaster.proboards.com/index.cgi?board=fanfiction&action=display&thread=2676>

I'm planning to try for an update after Christmas, though it may be pushed back depending on how things go around here.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 25, 2010, 11:04:57 pm**

Well, we're down a Warrior as Kel just starved to death. Strange since she wasn't wounded and we have plenty of food.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 25, 2010, 11:06:06 pm**

Did you ever test to see if I beat the goblin horde?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 26, 2010, 12:14:08 am**

We haven't had a Goblin horde lately. The Undead are taking their turn it seems. Its a good thing though since I decided to reforge all the Warrior equipment and I doubt you'd survive with no armor or weapons...well armor anyway, you'd probably be just as deadly with your fists.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 26, 2010, 02:11:35 pm**

Interesting Fact: Unarmed and naked, Derek CAN NOT stand up to 5 squads of Undead...As a matter of fact the Hellbringer beat the first 2 squads with no more then scratches but was then shot in the face about a dozen times and blinded by an Elite Bowman.

4 of the 5 elites in this siege are Bowmen or Crossbowmen, the other being a Hammerlord.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 26, 2010, 02:13:56 pm**

If I had a shield they would all be used as my toothpicks by now.

Wait was that a test thing or was that real?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 26, 2010, 02:22:33 pm**

It was a real siege but I savescummed once Derek was blinded. Can't afford to have one of the Senior Warriors unable to see the guy shooting him in the face :D

Also, another fact: Sable is the only one who can do anything right now since she is the only one with a weapon. I sent the entire military out the second time and had to savescum again as Argonnek and Derek were both turned into pincushions and Kanet was left by the wall with most of his body broken or mangled.

I think Sable might have to go this one alone...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 26, 2010, 02:24:04 pm**

Or give me a wooden shield and I SHALL BAT THEIR PUNY BOLTS OUT OF THE AIR.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 26, 2010, 02:25:15 pm**

You know, armor is pretty nice. What happened to the older stuff?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 26, 2010, 02:36:24 pm**

I ordered everything melted down and reforged/decorated. Most of the old stuff wasn't as good quality and almost none of it was decorated as our Warriors deserve. Certain pieces were sacrificed to the Temple of Armok.

I'm waiting for the fortress Decorator to finish applying bone and gems to the stuff at the moment. It takes time though considering all the furniture is getting the same treatment.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 27, 2010, 12:05:35 am**

Ok! Until I can get our fighting Dwarves equipped again I've fallen back to Plan B: Melt anything hostile that comes over the border! It works well :)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 29, 2010, 05:26:44 pm**

1st Slate

As the sun rose the Dwarves of Flamebanner were already hard at work. Down in the Decorator's workshop Ushat was carefully carving a battle scene into a piece of Undead bone. The piles of material had begun to dwindle as the pile of decorated objects grew ever taller. Those who had taken the time to admire the beauty of what they hauled had noticed recently that the Decorator's designs were changing.

Where before he had created scenes of the fortress being founded or images of flies which he loathed, now he had begun to carve elaborately detailed scenes of battle and the slaughter of some those who had dared threaten Flamebanner in the past. Dwarves had begun to comment on how Ushat's designs had taken on the same quality and attention to detail that had been seen only once before in the fortress: By the dead Master Engraver Barbarossa.

The other Dwarves congratulated the Decorator on recapturing such designs, not knowing how close to the truth their comments actually came.

Meanwhile, the Forgeworks was filled with stifling heat as the smelters worked under Dungeon Master Ilral's supervision, turning useless junk into valuable metal. Nearby, Kol's hammer rang against the anvil as he shaped a red hot piece of iron into a sword blade. All the Warrior's gear had been melted down and reforged, becoming better then before. Swords, spears and axes had sharper blades while armor was made thicker and stronger in order to turn aside more enemy attacks.

Up on the surface the Elves were packing up their wares as Atir looked on. The tree loving race had delivered another bounty of berries and plants that would be turned into mouth-watering meals by Goden, who had taken over the rebuilt Kitchen. As the fortress still lacked workers he had also taken the role of Brewer and set the improved Still to producing wines from the plants that Zasit had begun growing once more.

Just inside the fortress doors the sounds of grunting Dwarves could be heard from the Barracks as Kanet and the other Warriors practiced their wrestling while they awaited new equipment.

Though the inhabitants were still living rough with no furniture the fortress was returning slowly to life...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 29, 2010, 05:49:34 pm**

8th Slate

As Derek stood on watch in the tower he spotted a brightly lit form in the distance. Hoping that the invaders would be Goblins rather than the Undead he reached for the signal horn...and his hand closed on empty air as the iron instrument fell to the floor with a clatter of metal against stone.

At the same time the Warrior felt the tower start to shake. Returning his gaze to the East he was able to make out the incoming enemy. His eyes widened as he watched a giant of a warrior stomp across the border, crushing trees under his feet.

"Bow to me!" The invader cried in a voice that thundered across the woods as it drew a sword from it's side. **"Bow to Liwa Savagecalled!"**

Whirling around, Derek leapt down the stairs to the ground, knowing he had to warn the others about the Colossus that had arrived. As he ran he prayed to Armok that their equipment was ready...

Our 5th Megabeast and the 3rd type to attack (Only missing the Hydra now). I'm not entirely sure if we can take this thing with only 5 Warriors, 2 of whom are ranged attackers. We have no choice but to try though, it came in on the Eastern border where we have no cages set up. I meant to fix that but the whole tantrum and rebuilding thing took priority.

And in case anyone decides to comment or offer advice, consider this first: This is a Flamebanner Colossus. The same raws don't necessarily apply.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **December 29, 2010, 05:52:59 pm**

COLOSSSUS!

IT SHALL DIE.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **December 30, 2010, 11:21:51 am**

It's too bad, really, that this version of DF isn't used much anymore. That sounds like a fun mod.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 30, 2010, 01:27:36 pm**

Mod??? What mod???

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **December 30, 2010, 01:43:49 pm**

- I see three options
- Option A : Shut the doors , crave some forifications and pester the colossus with bolts
- Option B : Kick the frontgate down and charge the colossus
- Option C : Make the colossus melt

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 30, 2010, 02:02:36 pm**

Quote from: Ze Spy on December 30, 2010, 01:43:49 pm
Option C : Make the colossus melt

No, we are done with that. C is no longer valid as we're rearmed now.

A is far too cowardly for Flamebanner. If we can't handle a Colossus face to face then we deserve any damage he causes. Fortifications will play their part in history but not yet.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 30, 2010, 09:15:37 pm**

Weird, it seems that some of our prisoners escaped somehow. I don't really understand how since the only possibility I can think of is that Ushat freed them while he was decorating everything he could get his hands on but I would surely have heard about it if Undead and Goblin soldiers were running free.

The Titan and the Dragon are still there though so at least we didn't lose anyone important :D

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **December 31, 2010, 03:15:17 am**

8th Slate Continued

The Barracks of Flamebanner was a storm of activity as Kol delivered the last pieces of equipment and the Warriors rushed to rearm while Kanet and Argonnek decided on the best way to tackle a Bronze Colossus with only 5 Warriors.

As Kigok stepped out of the ammo room with a load of sharp iron bolts sticking out of her quiver she watched Derek and Sable picking out their own gear.

Ever since Kanet ordered the weapons reforged Sable had been the only one armed as she still weilded Hawkfrost's axe Flamequill. In addition she had claimed the buckler Chasmshield which was now strapped to her back. As Sable quietly polished her axe Derek was strapping his new twin blades into place along with a shield bearing the symbol of Flamebanner.

All 3 Warriors looked up from their work as their Leader and Deputy came in. Argonnek seemed quite happy to have a crossbow in her hands again and had already prepared plenty of her special bolts. Kanet looked positively deadly with so many weapons either hanging from his belt or strapped to his armor.

"We've come up with a plan." Kanet said. "This creature will never know what hit him."

Giant sword in hand, Liwa tramped through the woods surrounding the Dwarves puny fortress, crushing dozens of trees with every step. The thought briefly crossed Argonnek's mind that it was a good thing the Elves weren't here as they would surely find a way to blame all the destruction on Thunderclan.

"Now!" Kanet shouted as the colossal invader paused beside the outer walls. Almost instantly a trio of bolts shot from the trees, exploding against the beast's bronze hide with little effect as Kanet rushed out, pulling his hammer free as he ran and leaping onto a metal foot. The blow of the hammer proved as ineffective as Argonnek's crossbow fire.

Looking down, Liwa shook his foot casually, flinging the Thunderclan Leader into the branches of the tree where the Marksmen were stationed. They spent several minutes untangling his limbs from the trees as the remaining Warriors made their move.

Derek ran out of the shadows of the wall with Sable. As the pair neared Liwa's left leg they drew weapons and attacked. Derek's swords merely bounced off leaving little more then scratches in the shiny bronze. Sable found more luck as Flamequill bit deeply into the creature's big toe.

A metallic screech erupted from Liwa's mouth as the pain took him by surprise. His own weapon proved useless amid the trees and the only thing a swing accomplished was tearing a few feet of the wall apart. Dropping the unusable weapon the Colossus instead began trying to step on the pests at his feet.

Kanet and the Marksmen barely managed to leap out of their perch before a metal foot crushed it into toothpicks. "Derek! You know what to do!" Kanet yelled over the monster's screams of fury.

Nodding to show he'd heard the Decapitator stepped out into the open and started taunting the beast. Mind clouded by fury, Liwa took the bait and as soon as his arm came down Derek stabbed a sword into it and rode the arm back up, hanging on for dear life as the arm swung around wildly.

Finally the Dwarf was able to swing over to the colossus's shoulder and drawing his second sword, prepared to make his greatest decapitation ever. Liwa was not as dumb as he looked though and before he could strike he was shaken off. Luckily it seemed Armok had no interest in a Dwarf pancake and the Warrior's fall was abruptly stopped when he sank a long dagger into the bronze leg.

The invader's next move was quick and effective as it brought it's foot down on Sable, crushing her beneath it's weight.

The remaining four soldiers were frozen by shock as the gigantic beast turned it's attention on them. Another scream erupted from Liwa as a hole was broken in his foot and Sable climbed out. Furious at the puny creature's attempt to mock his greatness by surviving Liwa scooped the Dwarf up in his hands, intending to finish her permanently.

A small amused smile took it's place on Sable's face as she closed her eyes. Seconds passed and Flamequill began to give off a slight glow which intensified until the blade of the axe burst into flames, burning white hot. A final scream of pure agony was cut off as Liwa's hands

and arms began to melt. The axe's magic quickly spread and before long rivers of molten bronze were running down the Colossus's face. The legs were the last part of the beast to be effected but once they went the molten remains of Liwa Savagecalled sank to the ground.

Derek and Kigok rushed over and helped their friend free herself from the mass of metal. As soon as she was clear her eyes popped open and she sank to the ground, while the flames around her axe died to nothing.

After taking a few minutes to recover her strength she looked over at Derek with a grin. "You're falling behind." She said. "You may hold the kill record but now you're the only Senior Warrior who hasn't brought down a Megabeast."

"Next time." Derek said returning the Warrior's grin.

"Good luck with that. There can't be too many beasts like that left in the world and those that are seem more likely to hide then come here looking for death." With a laugh she turned and headed for the gates. Behind her the remains of Liwa cooled into a perfectly detailed likeness of a Dwarf with axe at the ready...

Sable got that kill. The other 4 got nowhere but as soon as Sable finished her drink and showed up Liwa died. I also have decided Sable will be getting the bronze statue as a trophy. Other trophies will be given out as well. We do have 2 Titans that have died here after all. ;)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Heron TSG** on **January 06, 2011, 12:05:33 am**

Quote from: thunderclan on December 30, 2010, 01:27:36 pm

Mod??? What mod???

The collection of modifications to the RAWs that makes up Flamerbanner. Undead attacking in siege form isn't normal, is it?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 06, 2011, 12:48:27 am**

Ah, you threw me off there, I thought you meant one of the big mods in the modding section...Though I did get the Undead files from a thread there so it's almost the same thing...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Hugo_The_Dwarf** on **January 07, 2011, 10:07:58 pm**

Just finished reading this, start to here. This is good material, as I was reading I was tempted to make 3D models of dwarves, kobolds, goblins, undead, and the various other non-exsistant creatures. But since my workspace is incomplete atm as well as learning to use my new modeling/animation suite. Other then that I'd like to be dwarfed

Name: Hugo
Professon: Drunk Defender
Skills: All around metal worker (furnace,weapon,armor,crafts,blacksmith)
as well as a Axelord
Background: Hugo was born in a small human town called Fangedgrasps (parents were POW's), at the age of 16 he got addicted to "Sunshine" made in a barrel in his friend's House (Human that he grew up with). But after elves getting mad at the fact the citizens of Fangedgrasps lived in wooden houses, and clear cut forests, waged war killing Hugo's parents of which he watched them devour his parents. Hugo and his friend (Utib Oilpaged) fled to a nearby mountinhome, were Hugo took up metal working and using a axe. (He was better and hacking bodliy limbs then tree limbs) and Utib was quickly adopted as a dwarf (A skinnier and taller dwarf) due to his expertise in brewing. But Utib's liver failed after 24 years on a dwarven diet, Hugo had spent all his time with Utib until Alchol Poisoning took him. All that Hugo has left of his closest friend is the *Pig Tail Cloak* dyed midnight blue that he gave Utib the 8th year they lived in the Mountinhome.

Edit: Hugo loathes every elf, and has to stay in his room or leave the preassence of elves when they come to trade, least he murders them.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 08, 2011, 02:24:17 am**

Nice to see I'm impressing people with my writing. Your request for a Dwarf is actually timed quite well so you should be Dwarfed in the next update. :D

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 08, 2011, 11:00:35 pm**

I'm planning to resume updates sometime tomorrow since my Chronicle related inspiration seems to have run dry for the moment...and here I thought the second Chronicle would be easier...Silly me :)

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Hugo_The_Dwarf** on **January 09, 2011, 09:23:27 pm**

Its alright, just as long as Hugo doesnt get himself killed, It would be horrible if he lost his favourite Flask that used to be his Friend's.

P.S. I've got stumped on what to write for my story as well, plus I've been halted due to word perfect failing >:(

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 11, 2011, 02:27:54 am**

It turns out I was about 10 seconds from a second Colossus. I unpaused and almost instantly got the message. This one is nearer the Eastern cages though so I may be able to capture it...unless someone wants to attempt combat with it?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **January 11, 2011, 02:56:49 am**

I suggest Beating it to death

Let the Big-Giant-modded Bronze Colossus attempt the Cages first , he gets past it , Beat him to death

(also , Four hundred thousand goes to the bet that dermonster Is going to suggest "Combat")

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **January 11, 2011, 07:45:00 am**

MORTAL COOOOMBAAAAAT

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 11, 2011, 01:17:43 pm**

All right then, if he ignores the cages then mortal combat it is. The fight will be to the death, no savescumming. If Derek falls in the battle then he will join Armok and the others.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **January 11, 2011, 03:30:25 pm**

You will give it the epic narrating sequence, yes?

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 11, 2011, 05:42:00 pm**

Of course, to the best of my ability. Megabeast fights always require narration :D

Though I do hope Derek survives, we may not be short on Thunderclan Dwarves anymore but Derek has proved useful when the goblins and undead show up...

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **January 13, 2011, 06:21:07 am**

Let's hope that the Goblins and the Undead won't try to attack while the megabeast is still there instead

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 15, 2011, 01:25:27 am**

Sorry Dermonster, I think the Colossus heard you were after him. He made straight for the cage line. The two Dwarf requests have been done though.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **January 15, 2011, 01:34:38 am**

Are you kidding? This is even better.

Now we make an *ARENA*.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 15, 2011, 02:25:45 am**

Make an arena? We have an arena in the new Warrior housing complex...It's small as arena's go but I intended it for single Warrior and small squad fights so it's plenty big enough.

Though if you don't object I'd like to keep the Colossus alive. I like the idea of having one of each megabeast in the Zoo. Only missing a Hydra now

Not like there aren't more Colossi in the world to be killed by a single crazy, decapitating Dwarf :D

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Ze Spy** on **January 15, 2011, 07:15:54 am**

[Quote from: thunderclan on January 15, 2011, 02:25:45 am](#)
having one of each megabeast in the Zoo. Only missing a Hydra now

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **Dermonster** on **January 15, 2011, 10:41:45 am**

Awww...

oh well. ONWARD TO OTHER THINGS!

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 15, 2011, 01:00:56 pm**

No worries Dermonster, I have a reason behind this request. You may still end up killing this BC but just not anytime soon.

This is another preparation step for the finale I've been planning for quite some time. Once Uktang arrives it will all be put into action. If it works as planned then it could very well be EPIC.

Title: **Re: Flamebanner: Summer of Blood and Chaos**
Post by: **thunderclan** on **January 15, 2011, 06:36:14 pm**

8th Slate, Year 29

"Dwarves of Flamebanner! Welcome to the inaugural fight of the new Flamebanner Arena!" Mayor Cerol's voice boomed throughout the viewing room as the Dwarf settled into his role as announcer.

Most of the fort's inhabitants had turned out for the first fight, packing the viewing area. The excited conversation quieted down as Cerol began speaking again.

"The gates are rising at the far end of the arena so it looks like we're ready to begin. Ah! It looks like the Goblins have the honor of the first fight." As he spoke there was the brief sound of gears turning and the cages on the other side of the gate were whisked away, leaving a half dozen muscular Goblins glancing around warily.

The Wrestlers quickly darted out onto the main floor but came to a quick halt as gears whirred again and another half dozen cages rose up from the floor.

"And now the Goblin's challengers have arrived!" Cerol boomed as the Goblins fanned out, ready to jump on whatever emerged from the cages. They were unprepared for the bear and wolves that emerged though.

Rising up on it's hind legs and roaring a challenge, the bear lumbered across the floor, tackling a stunned Goblin and wrapping tight around him. Wriggling against the crushing grip the Goblin managed to pull a dagger from it's belt and sink it into the massive animal's head.

"And the bear is down! I thought that Goblin was bear food but he just claimed the first blood of the match!" Cerol's amazed voice announced as the Wrestler pulled himself free of the corpse.

Their friend's victory seemed to give the other Goblin's a bit of courage as they fell on the snarling wolves with bare fists and sharp teeth.

"The wolves ferocity is completely outmatched by the Goblin's fighting skill!" Cerol boomed as the green skinned soldiers brought down one wolf after another. Finally only two bleeding wolves remained alive to retreat, backing into a corner with only a Goblin leg for their effort as the Goblins collected themselves and examined their own wounds.

"It looks like the Goblins have won! The wolf pack just didn't have the numbers to fight them." Cerol said before being interrupted by the arena doors opening wide.

"Wait! Looks like we have a third player in this game! One of the Warriors has taken to the field!" The excitement in his voice was taken up by the other Dwarves who pressed closer to the wall for a good look.

Before the Goblin's could even react to the new threat two of their number had fallen beneath an axe blade. Screaming furious battle cries the survivors leapt on the Dwarf but were mercilessly hacked to pieces.

As the final soldier fell the Warrior ran across the room to where the remaining wolves were fighting over the Goblin leg and within seconds added them both to the body count.

"And the Dwarf wins by total annihilation of all opponents!" Cerol screamed as the viewing area filled with cheers.

Pulling a flask from his belt the Dwarf pulled off his helmet and drank deeply as cheers continued to echo through the wall.

"It seems one of our newest Warriors has just earned his Warrior status!" Cerol said once he recognized the Dwarf. "Hugo Dangerdaggers The Plated Rain of Rivers!"

The Flamebanner Arena is now open! And if anyone has a better name for it then I'll certainly consider it.

Hugo and Wheatley are in and Hugo just earned his full title.

I'm hoping to gather some other interesting creatures for future fights. If anyone wishes to fight something specific then just let me know and I'll do what I can to arrange it :D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **January 15, 2011, 08:03:43 pm**

Very nice, I like seeing that Hugo is as into gladitorial combat as I am (only he gets to do it) and funny thing I forgot to add in that he had a flask, but you put that in there as if you read my mind :D sometime, many tonight or 2morrow I might do a sketch of Hugo, and his gear. Im still going to have to imagin him wearing his friends *Pig tail cloak* though. Other then that Huzzah!

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Dermonster** on **January 15, 2011, 08:06:24 pm**

[Spoiler](#) (click to show/hide)



Good fight. Best writing.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **January 15, 2011, 08:14:17 pm**

Quote from: Hugo_The_Dwarf on January 15, 2011, 08:03:43 pm
Very nice, I like seeing that Hugo is as into gladitorial combat as I am (only he gets to do it) and funny thing I forgot to add in that he had a flask, but you put that in there as if you read my mind :D sometime, many tonight or 2morrow I might do a sketch of Hugo, and his gear. Im still going to have to imagin him wearing his friends *Pig tail cloak* though. Other then that Huzzah!

I kind of figured that if he was a Drunk Defender like you said then he'd have some source of booze with him...and a barrel seems kind of big to lug around on his belt :D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **January 16, 2011, 02:47:09 pm**

[Spoiler](#) (click to show/hide)

Here is a quick sketch of a poorly drawn Hugo, Im still tinkering with my tablet and the pen options (damn you double click) also ten points if someone gets the reference (It was late and my imagination was very low)

@thunderclan: Silly me Drunk Defender says alot, but it could just be he spends more time in the Booze stockpile and is obsessed with it. But at least we both had the same thought of a flask in mind.

EDIT: Darn it all, I forgot to draw his helmet set onto the Battle axe's handle with his hand resting on it, Also his Flask of Sunshine looks more like sunscreen lmao :P

EDIT2: Just noticed that Axe dwarves are colored blue, So his favourite cloak matches his profession. So tiredness ftw

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **January 17, 2011, 08:45:08 am**

Call me weird , but i am imagining your Dwarf lugging around a Barrel and drinking from it when outside of fights and randomly punting goblins with it

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **January 17, 2011, 09:41:13 am**

Quote from: Ze Spy on January 17, 2011, 08:45:08 am
Call me weird , but i am imagining your Dwarf lugging around a Barrel and drinking from it when outside of fights and randomly punting goblins with it

You know thats not a bad image either, I could draw that up too. I just got several visions running around my head with that, Maybe I should make it a comic strip. Or a bunch of different pics. Of course if I did that not too many people would like me much (internet draing images!!(I feel for those people cuz im on dial-up)) and after this Im thinking of drawing the other epic charaters or battles. (Since I still can't do a 3D Simlation yet lol)

EDIT: Funny thing is with the newest version if you have your millta dwarves set to inactive, then a fight starts and you tell them to goto combat they haul whatever they were holding with them until they see a enemy, which makes me laugh a little due to Booze barrels all over the battle field (makes me think they are trying to drink as much as they can before the fight. :D

EDIT2: Fixing errors

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **January 17, 2011, 01:28:55 pm**

If you do decide to draw other Flamebanner characters and such then I'll happily add them to the first post. :D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **January 17, 2011, 03:17:43 pm**

3 day break while I take my turn in the Fill Up The World Beta.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **January 17, 2011, 10:35:12 pm**

Quote from: thunderclan on January 17, 2011, 01:28:55 pm
If you do decide to draw other Flamebanner characters and such then I'll happily add them to the first post. :D

There term "do decide" makes it sound like I have no wish to do so ;) Nah I'd Love to draw the characters. Any way I could be PM'd details for the charaters, I would have reread the entire story to relive its awsoneness but due to me probally working 8AM to 8PM for awhile and maybe Saturdays, gives me little time to search through and find those lovely visual details (Also a pose, action, background, etc) would be nice as well :P and as your taking a well deserved 3 day break, I might as well. Im so tired lol

EDIT: Also expecally the founding seven, would be epic if I drew a special Flamebanner... Banner lol (It would be sweet if you can give me as many details, only reason I knew how to draw Hugo is cuz I have all the details already :P) also I find backgrounds hard characters are hard already, but I'd like a challange. So if im set with instructions im a perfectionist when it comes to work. So I'd be damned if I don't make it look good XD

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **January 17, 2011, 10:59:14 pm**

I can do that, I'll go after the info once this new fort is off the ground and I can leave it for a few minutes without any FUN happening. :)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **January 19, 2011, 05:20:02 am**

Well, that fort didn't last long before being overwhelmed by thieves...

I like Flamebanner even more now, I have my problems with it but at least I know what the heck I'm doing! :D

(Just my opinion but the new version...sucks. They just had to go and screw with the military stuff didn't they?)

Ok, I feel better getting that off my mind so I'll be getting back to work on Flamebanner now. Probably update around Friday evening...and Hugo, I'm still working on getting the details you wanted. :)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **January 19, 2011, 06:31:07 pm**

Right on i can wait lol im using the pda at work. and damn theives lol

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **January 19, 2011, 09:49:02 pm**

All right, listen up everyone! I've realized that aside from a few characters I have no real idea of how our Dwarves look which makes it tough to give Hugo the details he needs. So this is how it's going to work:

Anyone who cares what their Dwarves look like (and yes that includes all you dead guys) send me a PM about it (As I may be able to use those details for story purposes as well.). Anyone who doesn't is going to get a random appearence courtesy of 31.18. :)

Title: Re: Flamebanner: Returning To Greatness
Post by: Hugo_The_Dwarf on January 19, 2011, 10:09:50 pm

Quote from: thunderclan on January 19, 2011, 09:49:02 pm

All right, listen up everyone! I've realized that aside from a few characters I have no real idea of how our Dwarves look which makes it tough to give Hugo the details he needs. So this is how it's going to work:

Anyone who cares what their Dwarves look like (and yes that includes all you dead guys) send me a PM about it (As I may be able to use those details for story purposes as well.). Anyone who doesn't is going to get a random appearence courtesy of 31.18. :)

Remember those that have a specific view of thier character that every detail counts (missing fingers/parts, scars, birthmarks, hair color, (possibly clothing), facial features (will be a challange but im up for it), face hair (long beard, short, braided, oiled etc..(if not even a character personality will decide (unless the newest version decides your fate))all that jazz that makes people look different from others.) whew that was alot lol. edit: if anyonw whats a special pose or action would be cool.

@thinderclan :Also with the newest verison setting up patrol routes are really complicated and you can't just tell one dwarf to be stationed at one point, he always has to move around about 4 tiles around the giving location. makes using fortications hard to fully use (unless a very complex use of setting high Traffic zones around the fortications and restricted Traffic zones everywhere else.)

P.S. what was the professions of the founding seven and who... I could easily check (due to it being 99.9% on the very first page) but all the info I can get in one fell sweep is very nice (sorry for being so demanding, please take your time. No rush :P I do most of my work on sat and sun)

EDIT: Added more to first paragraph

Title: Re: Flamebanner: Returning To Greatness
Post by: thunderclan on January 20, 2011, 02:18:31 am

7th Opal

"My patience for your plans is beginning to wear thin Nuklat." Uktang growled menacingly at the Goblin cowering before him. "First you had Kaloh's people steal the Dwarve's supplies and within a month they had bounced back."

"I'll admit that your second plan nearly worked. Sending some of Lord Silverthorne's people along brought the death toll up enough to break their morale. They almost destroyed themselves while we marched up to their very gates!"

Nuklat opened his mouth to speak but was silenced as his lord continued speaking. "It has been years since that glorious Summer and we are no closer to our goal."

"My Lord, we did manage to kill off most of their soldiers. I'm sure that will aid our cause." Nuklat said.

"We killed nothing more then untrained rabble." Uktang replied, voice growing even more menacing with each word. Taking a stone tablet from the arm of his throne he tossed it at the Goblin's feet. "These are the real soldiers."

"Our spies have done better work then you Nuklat. They provided us with names and other information that is actually useful. Derek, Argonnek, Sable, Hugo and Kanet, who they now call Fireshield." Leaning forward he grabbed the Goblin's shirt and lifted him until he was at face level with the demon.

"Someone else can make the plans in your place." With that the demon lord sent the unfortunate Nuklat hurtling across the massive throne room, screaming in fear. The wall never claimed him though as a set of fangs closed around his flailing leg and pulled him down among a pack of Goblin trained wolves. The bloodthirsty creatures fell snarling on their prey as Uktang stormed out of the room...

Another brief look into Uktang's camp. And the introduction of another of the Goblin's allies.

Title: Re: Flamebanner: Returning To Greatness
Post by: Ze Spy on January 20, 2011, 02:44:41 am

I
HATE
WOLVES

I HATE THEM ALL

Title: Re: Flamebanner: Returning To Greatness
Post by: Hugo_The_Dwarf on January 20, 2011, 09:55:07 am

:o Im so tempted to draw the part where goblin is face to face with Uktang, And also the wolf pack reminded me of those (made up but awesome) horse dog beast things, Which page where they introduced? If anyone knows please tell because I feel like drawing up a quick sketch of those as well. And I find it funny that no matter what the demon does the dwarves always jump back up like nothing ever happened (well with less people but still) lol

Title: Re: Flamebanner: Returning To Greatness
Post by: thunderclan on January 20, 2011, 01:55:16 pm

Next to last post on page 79 :)

Title: Re: Flamebanner: Returning To Greatness
Post by: Ze Spy on January 27, 2011, 08:53:39 pm

Bumped

you are online Damnit

Title: Re: Flamebanner: Returning To Greatness
Post by: Hugo_The_Dwarf on January 27, 2011, 10:20:20 pm

Edit: Blanking this post

Title: Re: Flamebanner: Returning To Greatness
Post by: thunderclan on January 28, 2011, 12:10:26 pm

We're currently experiencing technical issues that I'm still trying to fix. (Whoever came up with the bright idea of viruses and all the other computer based FUN should be fed to a dragon...)

Title: Re: Flamebanner: Returning To Greatness
Post by: **Hugo_The_Dwarf** on **January 28, 2011, 07:39:56 pm**

Quote from: thunderclan on January 28, 2011, 12:10:26 pm
We're currently experiencimg technical issues that I'm still trying to fix. (Whoever came up with the bright idea of viruses and all the other computer based FUN should be fed to a dragon...)

Yes the invention of these useless computer programs/viruses was a cruel and un-needed joke that not many people laugh at anymore (only those that find it fitting to cause others discomfort just to make themselves feel good), removing them are sometimes easy. Or hard in which instead of trying to fix it you just reload the OS (but still manage to backup the important data by safely transferring data from infected HDD to a clean HDD.)

Yes they should be fed to a dragon.

Title: Re: Flamebanner: Returning To Greatness
Post by: **thunderclan** on **January 28, 2011, 10:49:19 pm**

Yeah...At the moment I'm pretty much reduced to filling lifeboats while I rally the troops for a final stand...

Flamebanner is on indefinite hold...

Title: Re: Flamebanner: Returning To Greatness
Post by: **thunderclan** on **January 31, 2011, 02:38:31 am**

The fight has been won! All infections have been killed and the computer is once more working flawlessly and blazing fast.

I hope to do an update no later then Wednesday, also Hugo, I'll be sending you some other character info I've received for your artwork.

Title: Re: Flamebanner: Returning To Greatness
Post by: **Hugo_The_Dwarf** on **January 31, 2011, 10:34:31 pm**

Stupendous, Also Looks like I'll be re-reading this story again. It seems I need to get that "Im so in this story" feeling again, As I've tried drawing Sir Nill and failed several times. Maybe I'll just hold off on drawing him and try the others. Can't wait too see what other surprises Flamebanner will have come its way. :P

Title: Re: Flamebanner: Returning To Greatness
Post by: **thunderclan** on **February 03, 2011, 05:37:55 am**

Since nothing is happening in Flamebanner right now and I wanted to actually keep my promise of an update today (For Once :)) I decided to take a look into what the rest of the Dwarven world is doing to fight Uktang.

(Also curious if anyone will notice what else I added here. HINT: Take a look at the Dwarf Language file.)

Sethalkurik (Spiderthorn)

Pushing open the door of the fortress barracks, Kurel stepped through, nodding a quick greeting to the Dwarves grouped around the table. As the scarred soldier took his seat at the middle of the table his gaze swept over the maps that cluttered the marble surface.

"What's the latest?" He asked, taking the time to fill a mug from the nearest barrel.

"Only three of the scouts made it back. They didn't dare get to close to the enemy camp for fear of being discovered but their reports say that the Goblins number at least 4000 and more were still arriving." A black-haired Dwarf answered, pushing a stone tablet across the table.

"Any sign of Undead?" Kurel asked as he skimmed the scout's report.

"No, but trolls and minotaurs were among their ranks." A cloaked Dwarf said as he seemed to melt out of the shadows that formed along the sides of the room.

"Eddaz." The black-haired soldier said as the scout approached the table. "Good of you to join us."

"Ah, Shedim. Someone has to keep an eye on our enemies while you sit here and talk." Eddaz replied "We may not have time for that now though. The Goblins just started breaking camp."

This news caused a ruckus at the table that lasted several minutes before Kurel could regain control.

"Yelling ideas at each other won't help anyone." He said as the assembled Dwarves settled down. "Eddaz, how long do you think before the Goblins arrive?"

""Considering the size of the army and the distance they still have to travel, I'd say a day, maybe a few hours more."

"All right then." Kurel said, sighing heavily before speaking again. "Eddaz, take some men and keep an eye on that army. We don't want any surprises."

"We'll see if we can slow them down a little." The scout said with a grin as he headed out into the night.

"Shedim, what are our forces like?"

"Only about 200 soldiers are left of the original garrison though the numbers have grown some from refugees. There are also about 150 volunteers from the civilian population." Shedim replied, glancing momentarily at a paper by her side.

"I assume we'll have equipment for them all?" Kurel asked before she could continue.

"Yes. The smiths have been working hard to produce quality equipment." A rather sooty Dwarf piped up before returning to his mug.

"Thank you Mirstal." Shedim replied before continuing her report.

"We also have a number of Warriors from other fortresses. Clans Shedim, Num, Iger and Anriz have sent every fighter they can spare to aid us. That's around 500 battle-hardened Dwarves." She reported. "Clan Amud was unable to send any of it's famed Warriors to help but they did send a vast amount of iron salvaged off the Goblins."

"We'll be outnumbered then but we still have a few advantages." Kurel said after a long moment and a longer drink.

"Anriz, Num, I want you to hold the walls. Your Clans have the best marksmen and I trust you can pick off a few hundred or so before they reach the walls." Kurel ordered, glancing at the pair of Dwarves as he spoke.

"We'll try to leave a couple for the rest of you." Num said as he polished the silver decorations adorning his crossbow while Anriz simply nodded her agreement.

"Iger, I want your Clan patrolling constantly. If they manage to break in then we need to respond fast." The general continued.

"My Deputy and I will split the Clan among ourselves and cover both halves of the city." Iger replied, nodding his own agreement.

"What about Clan Shedim?" Shedim asked.

"I want your Clan spread throughout the forest. Those sneaky bastards will be nearly impossible to see from the walls if they stick to the trees." Kurel answered.

"Ok, We have a plan." The general continued as he stood from his chair. "Let's all try to get a few hours sleep before Uktang's people come knocking..."

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **February 03, 2011, 09:16:27 am**

Going into the perceptive of other Dwarven fortresses?



Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **February 03, 2011, 09:57:18 pm**

This sounds like we will get lots of migrants :P, but as a downside a full out persian goblin army. Because tonight we dine in Hell Flamebanner`s legendary dinning hall.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 04, 2011, 03:15:51 am**

Sethalkurik (Spiderthorn)

Dwarves sprang into frenzied action as the alarm rang throughout Spiderthorn. Marksmen from Clans Anriz and Num took up their posts on the walls and within the towers, setting extra quivers nearby while Clan Iger's Warriors strapped on their armor as Iger divided them into patrols.

Outside the safety of the walls, Shedim and her dark-cloaked scouts and Warriors vanished into the shadows under the trees.

"Aknun, Are we ready?" Kurel asked as he appeared from the barracks and moved to stand beside the Commander of the Spiderthorn garrison.

"Everyone is in position, though the bulk of the enemy force has yet to show themselves." Aknun replied.

"Eddaz is rarely wrong. If he says they are on the march then they will be here." Kurel replied as he walked off in the direction of the gatehouse...

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 04, 2011, 04:07:42 am**

Sethalkurik (Spiderthorn)

Moving swiftly through the trees, Shedim and her small patrol stumbled across the Goblin army's scouts. The oblivious creatures were swiftly cut down by the short blades the Dwarves carried and the bodies dragged into the bushes.

The Shedim Warriors melted back into the foliage mere moments before the army's front lines appeared. Riding at the front were several dozen scarred greenskins mounted on strange horse-like beasts that none of the Dwarves could remember seeing before, even in legends.

Behind them marched a few hundred Goblins armed with a variety of weapons. Gesturing silently to her people, Shedim gave the order to move towards the end of the enemy formation, intending to pick off the stragglers.

"Where are Totmon and Enog?" Shedim asked, the fury in her voice evident despite the quiet tone.

When no one provided an answer the Shedim Leader shook her head, knowing there was no time to waste on a search, the Goblins were already far ahead of the scouts.

As she dragged another Goblin corpse into the bushes Shedim heard the growling of hungry beasts deeper in the forest. A moment later a pained screech echoed through the trees and was abruptly silenced.

Blades drawn in the blink of an eye, the Dwarves surveyed the foliage, which was now rustling. One of the scouts screamed suddenly and the others turned in time to see the unfortunate Dwarf being dragged away.

They didn't have to wonder what had done this as a few seconds later the culprit appeared. A massive gray furred wolf, flanked by several smaller beasts and growling viciously.

Gripping her blades tightly, Shedim gave the order to attack as the wolves leapt forward...

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Argonnek** on **February 04, 2011, 02:04:37 pm**

Awesome.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Heron TSG** on **February 05, 2011, 01:36:04 am**

Is this another fortress that is named Spiderthorn? I don't recognize any of these names.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 05, 2011, 02:12:25 am**

Not an actual fortress that I'm playing, no. Just something interesting to fill the emptiness while I wait for something to happen in Flamebanner.

(Plus, I rather like the idea of giving you all a look at more of this world. :))

And the reason you don't recognize the names is because these are all new characters.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **February 05, 2011, 02:41:50 am**

.....That are created by grabbing random words from the Translation_Dwarf.txt

Yes?

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 05, 2011, 05:04:53 am**

Not entirely, all except 5 were random (Amud, Shedim, Iger, Anriz and Num) Though Amud is long dead which is why we haven't seen him with the others...

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 06, 2011, 04:04:24 am**

Sethalkurik (Spiderthorn)

Eddaz and his small group of scouts were waiting at the rendezvous point when they saw the flash of metal among the trees. Drawing their blades the Dwarven scouts were preparing for battle when Shedim ran into sight, two members of her squad hot on her heels.

As his leader rushed towards him the howling of wolves split the air and the hunters came into view, loping along after their prey.

One of Shedim's remaining men vanished under a furred body, screaming in terror before being cut off. Revenge was swift though as a dagger sprouted from the wolf's forehead. Howling, the remaining creatures turned and ran, leaving Shedim and her companion to peacefully stop beside Eddaz's group, sides heaving as they gasped for breath while blood trickled from small wounds that had obviously been taken during the retreat rather than in the battle.

Sending one of his men to retrieve the fallen Dwarf's body Eddaz turned to his leader. "Is it only the two of you?" He asked.

"Yes, the others were hunted down by those beasts." Shedim replied, bowing her head in sorrow. "We never saw them coming, never suspected that animals would be our greatest concern out here."

"We've done what we can here." Eddaz said softly. "The army is nearly at the walls though, we need to make sure we're ready for the main event."

Pulling herself out of her sorrow Shedim began moving, heading for one of the hidden entrances to the fortress...

Goblin Command Tent

The Goblin general glanced up from the map he was gazing at as a tall human ducked into the tent. "Saingur, what is the news?" The general asked.

"You were right, the Dwarves had scouts in the forest but they were no match for us. They have retreated and the forest is ours." The human replied, a cruel smile on his face.

"They fell for the distraction and all it cost was the lives of a platoon." Saingur continued.

"Acceptable losses." The Goblin said decisively. "Go and prepare your troops for the battle. There are still many Dwarves to kill here."

"We will tear them to pieces." Saingur said as he ducked back outside and walked briskly away, a pair of wolves padding along a few feet behind him...

Hope you're all enjoying this little side story as much as I am. It's rather refreshing to write something that takes place far from Flamebanner and Uktang's tower while still both affecting the story and allowing me to introduce more characters.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Argonnek** on **February 06, 2011, 11:55:35 am**

Quote from: thunderclan on February 06, 2011, 04:04:24 am

Hope you're all enjoying this little side story as much as I am. It's rather refreshing to write something that takes place far from Flamebanner and Uktang's tower while still both affecting the story and allowing me to introduce more characters.

We are enjoying this story very much. Very much indeed.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **February 06, 2011, 12:13:06 pm**

Damn those human animal trainers, Hopefully these dwarves don't end up like every stronghold I build in Stronghold 2, with someone bashing the door down and killing everyone

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 06, 2011, 05:41:27 pm**

Sethalkurik (Spiderthorn)

Fearful murmurings spread among the Dwarven defenders as the Goblin army came into view at the far end of the rocky plain that led to Spiderthorn's gates.

Among the hordes of Goblins and Kobolds the larger shapes of Minotaurs, Trolls and Giants could be seen. Off to either side of the main force rode a unit of mounted Goblins, protecting their engineers as they rolled the slow-moving catapults and other siege engines into position.

General Kurel watched as a single Goblin broke off from the army and came forward, bearing a standard, the sun glaring off the bleached bones and skulls that adorned it.

"Lay down your weapons in the name of Uktang!" The Goblin screamed loudly. "Surrender or die!"

Kurel shook his head in wonder at Goblin stupidity and nodding to Anriz he descended the stairs to the ground.

As the Goblin fell dead the Dwarves watched as the invaders set about erecting tents making camp just outside of crossbow range...

Now this is what a Goblin siege should be! :D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 06, 2011, 05:56:45 pm**

Sethalkurik (Spiderthorn)

"They'll have to attack us eventually." Kurel said as the other commanders gathered around the table. "I ordered the farms and greenhouses expanded weeks ago so we have plenty of food and booze for everyone here."

"My smiths are still working through the mountain of iron Clan Amud sent us, so we're good for weapons and armor as well." Mirstal reported.

"My concern though is that we haven't seen any Undead out there." Kurel said worriedly. "I doubt the Goblins would march without their allies."

"Keep everyone on alert." The General decided. "Once they realize they can't simply wait us out they'll throw everything they have at us..."

...And trust me. What they have is ALOT! Possibly including some new foes.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **February 06, 2011, 09:30:47 pm**

Hugo cancels real life: Drawing interest engaged.
New Foes/creatures. Im now thinking of drawing this scene as well.

Well done thunderclan, well done. (and my that I mean this is really blowing my mind by greatness!)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 07, 2011, 12:31:17 am**

Sethalkurik (Spiderthorn)

Evidently the Goblins shared Kurel's opinion as they did not wait. Instead they launched their attack at dawn, catapults firing massive boulders at the walls of Spiderthorn while the Goblin units formed up.

Spiderthorn's walls were of Dwarven construction though and were more then able to withstand the pounding as the Dwarves returned fire, siege engineers launching ballista bolts that cut through the enemy lines.

After an incredibly long few minutes the hail of boulders ceased as the Goblin infantry advanced, several carrying crude scaling ladders.

Eyes glued on the marching greenskins Num settled a brace of bolts into his crossbow and glanced to both sides, seeing his men and women crouched behind the crenelations, weapons at the ready.

"Warriors of Windclan! Open Fire!"

As the shouted command ran down the walls the Dwarven marksmen twisted out of cover and opened fire, bolts slicing with pinpoint accuracy into Goblin throats and heads. Up in the towers a shout was heard and the Dwarves of Skyclan added their bolts to the mix.

The invaders could not hope to take the walls under such heavy fire and fell back, taking more casualties as they fled.

"Hold Fire!" Num shouted as the enemy passed out of range. Lowering his crossbow he glanced along the walls again, proud of his soldiers skills. As the marksmen turned the walls over to the second watch and headed to the mess hall for some beer and a meal, the small number of wounded Goblins bled to death amid a field of blue and white fletched bolts.

The bit that it seems no one got was in the Clan names themselves. All 5 Clans are now represented in this tale.

Clan Amud: Thunderclan of Flamebanner
Clan Num: Windclan
Clan Iger: Riverclan
Clan Shedim: Shadowclan
Clan Anriz: Skyclan

Thunderclan is the only one not present here because we're too busy defending/rebuilding Flamebanner.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 07, 2011, 06:21:53 pm**

Sethalkurik (Spiderthorn)

Two more attacks were broken by the Dwarven marksmen though the walls had begun to crumble in places from the barrage of catapult fire and Skyclan had lost a unit of Warriors when one of the towers collapsed.

Under the cover of darkness the rest of the enemy army arrived. Wizards riding alongside their skeletal minions while a horde of buzzing Stingtails darted throughout the ranks. Leaving his mount in the care of one of the Goblin cavalrymen Kaloh strode towards the command tent.

Entering the tent the wizard saw that the other commanders had arrived and were already discussing battle plans.

"Kaloh, Your forces were supposed to arrive with the rest of us." General Uzet said as he saw the wizard.

"My apologies General. We were forced to stop and deal with some Elves that tried to stop our march. I managed to convince them to join us instead." Kaloh said with a smile.

"Well, now that you're here maybe we can finish off these beer-soaked fools who think they can stand against the might of Uktang." Uzet said before turning the conversation back to the battle.

"Gorcha, you will be in charge of the infantry. You'll follow me and the cavalry in the main assault." The General decided, gesturing toward the maps that covered the table.

"I'll have my minions swing around and attack from the sides. We should be able to divert some of the Dwarf fire away from your people." Kaloh said, knowing his skeletons would be harder to kill at range.

"Very well, Use the Stingtails as well. They should make a satisfying distraction." Uzet said as he turned to the remaining leaders.

"Lord Silverthorne, Keep your people in reserve. We'll signal when the time is right for your attack." He said, waiting for the human's nod of acceptance before turning to the large man who sat patiently nearby.

"Saingur, you and your people will do a sweep through the woods and make sure no more Dwarves are lurking there, then I want you to join the assault." The General said, remembering the number of Goblin lives lost during their approach.

"We'll be quick, don't want to miss out on all the fighting." The gray-haired human growled before turning his attention back to the wolf that lay patiently beside him.

"Get moving then. We'll launch the assault soon and this time we hold nothing back." The Goblin general said...

Yes, the final battle for Spiderthorn will be coming soon. I hope to make it as epic as I've been planning Flamebanner's to be. All of Uktang's current allies will be seen in action...

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 08, 2011, 03:14:43 pm**

Sethalkurik (Spiderthorn)

Battle cries and the screams of dying Goblins filled the air as the greenskins once more made a run on the walls. This time though the enemy engineers didn't halt the barrage of boulders sent against the walls. Dozens of Goblins were crushed by rocks that fell short but thousands more continued to rush to their deaths by ballista and crossbow bolt.

A cheer rose from the Goblin lines as part of the fortress wall began to collapse, the Dwarven masonry finally pushed past it's limits. Several Windclan crossbowmen were lost among the rubble but before the dust could settle a patrol of Riverclan Warriors had filled the gap, weapons at the ready as the Goblin attackers fell back to regroup and a second force emerged from the enemy camp.

Mounted on the strange horse-like steeds came at least a hundred heavily armored Goblins, armed with spear and sword. Right behind the cavalry came a combined infantry unit of the Kobold and Goblin forces, carrying the Goblin standard with them.

The cavalry leader waved his sword at the breach in the walls and, uttering a wordless battle cry which was quickly picked up by the others, kicked his mount into a charge.

The Riverclan Dwarves holding the gap gripped their weapons tighter as they braced themselves for impact. Windclan and Skyclan bolts felled many of the riders though the mounts kept coming as the cavalry crashed into the Dwarven line and the real battle began.

Swords and shields clashed against the Dwarf shields as the defenders worked to hold the line. The Goblin mounts proved deadly opponents though, lashing out with their clawed feet and sharp fangs. As more Riverclan soldiers arrived they flowed through the ranks to fill gaps left by the wounded and dying.

"Turn them! Hurry and turn them!" Kurel shouted at the engineers as they struggled with the heavy siege engines. Adjusting the angle of the nearest ballista emplacements took time while Dwarves continued to die in the gap.

As the ballistas finally got adjusted properly and opened fire the Goblins turned and fell back while the Goblin mechanics fired on the gap, decimating the brave Riverclan warriors and then stopping as the cavalry began another charge...

The battle has begun now :)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Argonnek** on **February 08, 2011, 08:11:45 pm**

You know what this reminds me of? The Total War series of games. Excellent writing as always, thunderclan.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **February 09, 2011, 05:09:34 am**

I don't know, but it sounds like a normal Empire : Total War Match

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 10, 2011, 06:54:04 pm**

Sethalkurik (Spiderthorn)

As the Goblins crashed against the Dwarven line, swords and axes hacking at the defenders a unit of engineers ran out with more of the crude ladders. Many were cut down by the Skyclan marksmen but the group was too large and several ladders were raised against the walls as a second infantry unit charged onto the field, shields raised against the hail of bolts.

In the gap the Dwarves were managing to hold their position due to superior armor and weapons but the tide of greenskins that continued to crash against their shields was proving near impossible to break. Small groups of Riverclan soldiers were strengthening the lines and the nearby marksmen were lending what aid they could but without a serious turn in the battle the defenders would be slaughtered.

The change came sooner then expected though it only served to further hinder the Dwarves. Terrified screams rose from the garrison soldiers that had been stationed on the Western wall as a buzzing horde of Stingtails erupted from the forest and swept over the walls, scorpion tails lashing out, biting through armor and flesh alike as the vile creatures flew on, leaving a number of the garrison dead.

Those that had ranged weapons recovered quickly though and fired, the thick cloud of insects guaranteeing that something would be hit with every shot. At last the swarm fled, filling the air with shrill screeching as they flew up and out of range, hundreds of dead insects littering the wall...

I think that is the first time I've actually had the Stingtails kill on screen (so to speak) but yeah, they're a rather nasty creature...

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 11, 2011, 10:40:53 pm**

Sethalkurik (Spiderthorn)

As the first Goblins set foot on the walls Anriz cast her crossbow aside and drew her sword, charging recklessly at the greenskins with her small squad of marksmen while those stationed in the towers continued to fire.

Hacking a Goblin's head from it's shoulders as it appeared on the ladder, Anriz sent the corpse falling to the ground, knocking several others off the ladder and causing a brief bit of chaos on the ground, though it did no more then slow down the Goblin attack.

As the invaders arrived at the top of the ladders they drew weapons and ran to join the small battle that was quickly turning against Skyclan. Two members of Anriz's personal squad lay dead and all were wounded and bleeding. As a third Dwarf fell screaming and minus an arm Anriz raised her voice to be heard over the clamor of battle. "Fall back to the towers!" Disengaging in clumps the Skyclan Warriors ran for the nearest tower, rushing inside and up the stairs to the firing platforms, Anriz stooping to retrieve her crossbow before pushing through the door.

Several Dwarves were too overwhelmed to retreat though and were brutally cut down and trampled under the Goblin's armored feet. Intending to push the advantage they had gained the invaders began pounding on the thick granite door of the tower with hammers and maces.

Inside the tower, Anriz glanced quickly over her battered troops before pulling a nearby lever and dropping a portcullis over the doorway. *Now even if they manage to get through the door they will not be able to proceed.* Anriz thought as she wrapped a torn piece of cloth around a cut on her leg.

"Keep firing." Anriz ordered as her Deputy came up beside her. "They can't go anywhere while we hold the towers and we still have a few tricks if they get bored."

Seriously, I only came up with the idea today and can't wait to use it. ;)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 17, 2011, 04:20:05 am**

Sethalkurik (Spiderthorn)

Nodding to the tower's engineer Anriz ascended the stairs to the top level while the engineer began working the complex collection of levers situated on one wall.

The screaming of Goblins could be clearly heard as they were introduced to magma. Once she was sure the enemy was dead, melted along with their equipment, Anriz returned to her remaining soldiers and looked over the tired and bloodied faces. "We can't hideout here any longer my friends." The Skyclan Leader said. "There is still a battle to fight and Goblins to kill."

Her Warriors cheered at that and as they turned away to reload their crossbows and prepare themselves for battle, Anriz nodded again to the engineer who pulled a pair of levers.

Smoothly and silently a narrow stone walkway extended out from the tower, linking the top level of Skyclan's refuge with that of the next tower. Waving her people forward Anriz led the way out, taking care to avoid going to close to the edge and the long drop that waited below...

I believe the next update will be the start of the real battle...Not sure since I'm completely making the Spiderthorn section up as I go along. From the sound of things I may manage to surprise some of you with certain revelations.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **February 17, 2011, 10:05:45 pm**

Awsomeness. Saddly I've been neglecting Dwarf Fortress and Drawing for the that time being and past 2 weeks due to work and Overlord 2 and... Well so many great games. anyways this is getting intense. I'll have to make a CG'd movie of this. Once the manager of I.T. gets his boots on and gets a me price for a second monitor.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 19, 2011, 04:25:00 am**

Sethalkurik (Spiderthorn)

As his troops fell back once more, General Uzet finally grew tired of the Dwarves continuing defiance. Retreating beyond the range of the ballista operators the Goblin unhooked a beautifully decorated bone horn from his belt and blew a single, piercing note that echoed across the field.

Almost instantly hundreds more Goblin soldiers erupted from the camp, this time with their Minotaurs and Trolls roaring their own battle-cries.

Striding out of camp at a leisurely pace came the gray haired human Saingur. As he watched the greenskins storm across the field he opened his mouth and howled, summoning his wolves from every corner of the camp. "Kill them all!" He growled as several dozen wolves appeared around him. "Let the walls of their fortress be painted red with their blood!"

With that the Human changed, falling to the ground as his grey hair grew thick and spread over his body. When the change was complete, Saingur's place had been taken by a massive gray wolf, the same wolf who had led the attack on Shadowclan in the forest.

"Forward my people!" Saingur growled as he leapt into action, loping quickly across the field and overtaking the Goblins, his wolves on his heels as far above the screeching of Stingtails and...other things filled the air...

Yeah, anyone who was thinking Saingur was a simple Human animal trainer may want to rethink that. :D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **February 19, 2011, 10:07:53 am**

Saingur was a Simple Human trainer, Period

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **February 19, 2011, 08:02:21 pm**

A transforming simple animal trainer. By the gods

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 24, 2011, 10:09:22 pm**

Apoligies for the delay, I'm considering the addition of a new enemy and if I use it I'll probably have it make an appearence in Spiderthorn first.

Good news though, Flamebanner is actually running faster! Not alot, but a noticable change.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **February 25, 2011, 10:42:16 am**

Well, i don't really see anything else worthy of working with a Demon-Goblin horde, unless what you are thinking are big stupid Jellyfishes

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ahra** on **February 25, 2011, 02:42:39 pm**

could i get a miner/speardwarf? preferably male, name: Ahra

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **February 25, 2011, 10:40:32 pm**

Oh no Ratmen haha, Also Im back into drawing action. I have finally got a good facial construction of Sir Nil (at least one I like) and after him I will be doing a redraw of a previous creature I had drawn poorly before, Who would have thought raging at work would have brought my talent out again (which my job reminds me so much of DF)

And welcome Ahra. I wonder what a Miner/Speardwarf would look like (even tho the "/" means "either, or") still would make a awesome backdrop

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **February 26, 2011, 02:00:54 am**

Ahra: Welcome to the fortress :) Good timing, I still have many unclaimed soldiers.

Hugo: Not Ratmen, Something far worse. I've decided to go ahead with the new enemy and will be updating the Spiderthorn battle as soon as I decide how to introduce the new leader and it's army. ;D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **March 03, 2011, 06:35:48 am**

They'd walk in while the goblin army is getting it's ass handed to

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 03, 2011, 11:12:34 pm**

Quote from: [Ze Spy on March 03, 2011, 06:35:48 am](#)
They'd walk in while the goblin army is getting it's ass handed to

And they'd be like "Sup bitches, lets kick some dwarf ass and call it a day eh?" That's right Gangsters from Canada

EDIT: Drawing was halted, due to somebody willing to pay me for some of my art. Sickness. So I as contracted for a few logos and banners. But if I get time I will work on art for here (kinda contradicts me saying its halted lol)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 04, 2011, 02:56:00 am**

Sethalkurik (Spiderthorn)

The screeching grew louder as dozens of massive winged creatures dropped from the cloud cover and soared towards the walls. A quick order from Num sent a barrage of bolts arcing through the air to tear at the approaching enemies and though several fell dead the bulk of the enemy succeeded in their flying charge.

As they passed over the battlements the huge bat's features melted together briefly before reforming into an army of pale, black armored soldiers, swords out and eyes gazing over their opponents. Lord Silverthorne stepped forward, smiling as he watched the defenders take a step back.

"The General is most annoyed with you I'm afraid." Silverthorne said casually. "He insists that we clear you off these walls..." His next words were lost as Num fired his crossbow, his Warriors following his lead.

Without a sound the Vampires resumed their bat shapes and flapped high out of range before dropping back to the wall and resuming their position.

"I can see that further conversation is going to be a waste of time." Silverthorne continued as if nothing had happened. "Very well then, we'll just move straight to the fighting." With the same casual manner the Vampire Lord grabbed the nearest Dwarf and tore his throat out. Momentarily stunned the Warriors of Windclan charged forward, axes and swords swinging to meet those of the Vampiric soldiers.

Meanwhile, the Stingtails resumed their own attack on the Western wall, killing more Dwarves while bone ladders were set in place and skeletons began climbing, drawing weapons and ruthlessly slaughtering the wounded and dying before turning to those who continued to fight.

From his vantage point General Kurel saw the Western defenses on the verge of collapse and gave the order for the second force of Riverclan Warriors to head there as backup.

Following their Deputy the Warriors charged the growing number of skeletons on the wall, hacking and slashing with their weapons while Stingtails whirred around them, trying uselessly to penetrate their thick armor.

As bony limbs began to litter the narrow battlefield a unit of Warriors cut their way through to the ladders, using massive battle axes to shatter the bones and leaving the Undead army with no way up the wall.

Proud of that bit of work the Dwarves turned their attention back to the invaders.

Num staggered backwards, blood trickling down his face from a shallow cut above one eye. Around him the Warriors of Windclan fell, cut down by the vampires lightning fast blades or worse, with throats torn out as the Vampires feasted.

Tightening the grip on his battle axe the Windclan Leader swung hard for Silverthorne's head, the blow easily parried but leaving the Lord open. Quickly reversing the axe blade Num sent it hurtling toward the Vampire's armored torso, rewarded with a pained grunt as the blade tore into the dark armor.

"It seems some of your kind are capable of more then dying." Silverthorne said respectfully. "However, I think you'll find yourself no match for one who needs no rest." He observed, before lunging forward, intending to catch Num off guard. He was a skilled Warrior however and sidestepped the attack before following up with one of his own, aimed at the same spot he had hit before.

Though this time the blow was blocked and Num noticed that all marks of the previous injury were gone. "Did I forget to mention that we Vampires heal incredibly fast?" Silverthorne questioned as he swung for Num's legs. "I could have sworn I mentioned that..."

Though his armor stopped the brunt of the attack Num's legs got tangled up with the Vampires sword and he ended up sprawled on the ground.

The Dwarf didn't even have a chance to try getting up before a sword blade was rammed into his lower body. Lord Silverthorne kicked Num's axe away from his the Dwarf's grasping hand as he shook his head.

"Like I said, There is no way you can stand against someone like me." He watched for a moment as the Dwarf's face contorted in pain as blood flowed from his wound. "There are more Warriors out there Vampire." Num said, struggling to get the words out. "Someday you will be defeated and I pray to Armok that I'm able to see it."

"I'm afraid you won't be leaving this place." The Vampire said, as he raised his sword. "You were an honorable opponent though so I will grant you a quick death." With that the Vampire Lord brought his sword down to remove Num's head.

As he wiped his blade clean, he turned to watch as the remainder of the Windclan Warriors were killed, falling before the might of his army.

The death of Num and the loss of Windclan's entire force was a great blow to the Dwarves. Though the fighting continued the Vampires controlled part of Spiderthorn's wall and Kurel knew it was only a matter of time before the enemy used that to their advantage.

Below the city, an old wall crumbled, the sound echoing through the abandoned tunnels as the diggers moved aside to allow a column of gray hooded figures to pass through the broken wall...Into the depths of Spiderthorn.

The enemy has gained a foothold...or two. And yes, that last part was the introduction of the newest foe. ;)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **March 05, 2011, 10:40:53 pm**

Grey....hooded.....figure?

OHSHIT KOBOLD-GOBLINS

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 05, 2011, 11:30:16 pm**

No, we already have Kobolds and Goblins so it would be silly to use them again.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 06, 2011, 10:56:38 pm**

The grey hooded figures remind me of the offspring of "That called Vlaugh" form The Elder Gods series. Where they are a mixture of mammal, reptile, insect. They have poisonous fangs and barbs in their arms, But are not immune to their own poison which causes an exstreamly but quick death (probably 10secs to death), they also weave grey hoods from silk they produce.

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **thunderclan** on **March 07, 2011, 02:01:07 am**

And Hugo hits it on the head! The Vlagh and it's servants have joined the growing alliance of things that want to kill us. Recently discovered the series and liked the idea :D

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **Hugo_The_Dwarf** on **March 07, 2011, 11:01:46 pm**

Quote from: thunderclan on March 07, 2011, 02:01:07 am

And Hugo hits it on the head! The Vlagh and it's servants have joined the growing alliance of things that want to kill us. Recently discovered the series and liked the idea :D

Haha I got that book from a girl as a b-day gift when I was in grade 10, but book one "the dreamers" is the only one I have. Saddly book critics ruined the series for me. those bastards. they reveled too much and spoiled it. But another good series is Lord of the Isles, which turns into King of the Isles. I did enjoy the Artimis Fowl books as well as the "Wheel of Time" and "A Song of Fire and Ice" very well written books.

End derailing

OMG!!! they are so screwed

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **thunderclan** on **March 07, 2011, 11:06:15 pm**

I think they were already screwed, they just lost the walls to Vampires and now the depths have been breached as well. Plus the Leader of Windclan is dead...along with most of the Windclan Warriors present here.

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **Hugo_The_Dwarf** on **March 07, 2011, 11:42:56 pm**

There is always option zero, where a dwarf is given a elixer of plump helmet and various creature venoms with some cinnabar and lead. It either give the dwarf four effects.

- 1) becomes horribly mutantend and kills anything living that it comes into contact with, and changes back into his normal self when his internal rage subsides.
- 2) really crazy acid trip
- 3) Cancer
- 4) Very horrible and painful death

effect 3 and 4 are most likely but 2 could lead to 1

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **thunderclan** on **March 07, 2011, 11:49:13 pm**

Careful Hugo, you might accidently create a new enemy for the Dwarvs to face...You never know where I might get inspiration from ;D

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **Hugo_The_Dwarf** on **March 08, 2011, 12:05:47 am**

oops my bad, just got this song stuck it my head from Arther, my neise was watching it, All I have in my head is "Dr. Jeckle Jeckle Hyde Jeckle Hyde Hyde Jeckle." and some my buddy offering me a drink that was, but not really, possibly made with lead. But for sure there was pommagrante in it. (I Didn't drink it, he's a little off.)

Edit: Also a freakish dwarven made monster might just end the world, Just saying. On topic that Vampire lord is bad ass, Im just trying to remember what his referance was... O well I'm just so excited to hear from flamebanner and what Hugo has been doing. (pobally looking off a hill sitting in a wooden rocking chair with a his flash of sunshine)

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **thunderclan** on **March 08, 2011, 12:26:51 am**

There may be other similar references but the one I'm working from is Their Vampiric Majesties, allies of a small land known as the Icemark. :D

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **Ze Spy** on **March 08, 2011, 02:51:36 am**

I hate Vampires

Wheatley's Journal, ?

Everything is calm, No fights, no signs of Goblin movements, not even a single Arena battle to keep us entertained, all we could do is stare off into deep space, makes you wonder what the hell is going on, you could literally stare into deep space until you could see the goddamn void

Meanwhile, the other fortresses ain't so lucky, i peeked into the records without permission and found reports of a fortress called "SpiderThron" being invaded by goblins and kobolds and Those dog-like things and wolves and transforming humans and vampires and grey-hooded things and god-knows-what, if hell existed, it'll be this world, and not down there, unlike what most say

Title: **Re: Flamebanner: Returning To Greatness**

Post by: **thunderclan** on **March 08, 2011, 03:55:29 am**

(Sethalkurik) Spidერთhorn

The Mining Guild was in no way prepared for the army that swept up from the old tunnels, tearing through several before they could react, though the fight remained one-sided and soon the surviving Miners were forced to fall back, sealing the doors to buy themselves time to sound the alarm while more enemies came up from the depths.

Within the gatehouse, General Kurel was reading the battle reports brought in from the field. His spirits fell more and more as he read until finally he shoved the collection of papers aside and waved over one of the horn-blowers.

"Sound the order to fall back. I want everyone to regroup at the inner gates." Kurel said with a sigh.

"But that will leave the city in enemy hands Sir..." The musician replied in a shocked voice.

"I'm aware of that. This is our best chance of survival though we will still have quite a fight before us.. Give the order." With that Kurel turned and headed for the door.

As the booming notes of the horn echoed across the city the fights raging along the outer defenses broke up as squad captains shouted orders and troops began to retreat off of the walls, pursued by the Undead forces who had once more ascended the walls.

Despite the victories on the walls though, the Goblin and Kobold forces were still unable to get inside due to the continued stubbornness of Iger and his Warriors.

"Make them pay for every inch!" The Riverclan Leader shouted as he slashed his sword across a Minotaur's face, spattering the air with blood as the beast roared in pain. Several of the beasts lay dead before the Dwarven lines among the hundreds of dead Goblins and Kobolds. Still the invaders came though, continuing to charge the dwindling number of Warriors.

As the final group of Crossbowmen and Engineers vanished into the city Iger gave the signal and the squad fell back as one, never taking their eyes from the enemy, who faltered as they found the breach suddenly clear of defenders. Moments later the invaders surged through the breach and set foot on the streets of Spiderthorn...

We have officially lost the walls of Spiderthorn and with them most of the city. And the Servants of the Vlagh are still in the depths with who knows what surprises (Hugo, if you know what else is coming then DON'T say a word. :D)

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **March 08, 2011, 07:12:17 am**

Zerg? Tyriads?(Don't remember their name, don't care) Monsters? Zealots? Xenos?

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 08, 2011, 10:55:29 pm**

I might have a good idea of what might happen next. But I'd like to not ruin the suspense (also Im shooting in the dark aswell and eagerly awaiting for updates) Only two random things that could happen is
1) !!Dwarven Science!! gone wrong or in this case !!Horribly FUN!!
2) Steam powered dwarven mech suit that sprays booze and ignites it (like a flamethrower) and has awsome karate chop action (or just bashes things)

option 2 I had acually tried to mod in (managed to make it live and move and stuff but flamethrower failed.)

But you never now, Dwarf McNorris could just single hand-ed win this war only using his third fist hidden in his beard.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 09, 2011, 05:10:06 am**

Sethalkurik (Spiderthorn)

As the inner gates of Spiderthorn slammed shut and a portcullis fell to shield them the long battle caught up with the battered defenders, many slumping against the nearest wall and surrendering to exhaustion while dozens more were carried into the hospital for treatment.

As they got their troops settled the Captains and Clan Leaders found their way into the Barracks to meet with the General.

"What is the status of our forces?" Kurel asked, staring around the table at each Dwarf.

"Skyclan lost nearly half it's force. Possibly more if the wounded are beyond help." Anriz replied, scrubbing hard at the layers of enemy blood coating her weapons.

"The same is true for Riverclan." Iger reported, slightly muffled by the mug at his lips. "We managed to hold the breach most of the day but we lost more Warriors then we could afford."

"Most of the garrison soldiers are dead, killed during the Stingtail attacks." One of the captains reported. "The survivors have been split among the army squads in order to bolster their numbers."

"My own forces are still largely intact." Shedim said from the far end of the table where she was carefully polishing her arsenal of daggers and knives.

"Our scouting operation was cut off by the Undead army and we were unable to return to the city before they attacked." The Shadowclan Leader continued. "With the odds far out of our favor and little chance of sneaking through an army I decided the best option was to conceal ourselves deeper in the woods and wait for an opportunity."

"That may prove wise, those Warriors could be of great use in the next stage of this battle." Kurel decided after a moment's thought. "The loss of Num and his Warriors is a terrible development but I believe that we have enough soldiers left to hold the inner walls until help can arrive."

"And what help would that be?" Anriz asked. "I can't speak for the others but Skyclan has already sent every soldier it can spare. Any more would weaken our home fortresses too much." Glancing around the table she saw Shedim and Iger nodding in agreement.

"There is another Clan that has yet to send forces." Kurel began before being interrupted by Shedim.

"Did you lose the ability to think out there Kurel?" The Shadowclan Leader said angrily. "Thunderclan has borne a continuous stream of attacks for over 20 years. The last one nearly destroyed the Clan."

"Besides." She continued as the others stared in shock at her. "Even *if* Fireshield could send Thunderclan Warriors to aid us they would be too late. Flamebanner is at least a week's travel if you move fast and I seriously doubt we'll be able to stand against that horde outside for more then a day or two longer."

"And this has nothing to do with the rivalry between you and Fireheart?" Iger said suspiciously. "We all know that you were quite pleased when Helmthundered fell and Fireheart was forced to flee back to the capital."

Shedim shook her head as she replied. "No...I judged him too harshly. It seemed an insult to Armok that he was Leader of Thunderclan but not a Warrior. When word of Helmthundered reached me I took it as a further sign of Armok's anger."

"He proved himself worthy of both his leadership and my respect in the end though. He gave up all his lives in order to save a single Dwarf, Kanet, who became Fireshield. Without that sacrifice Thunderclan might have been lost by now." With that Shedim returned her

attention to her weapons.

"...Ok." Kurel said slowly. "Now that that is over we need to decide how best to defend this place..."

For some reason I couldn't resist that Fireheart related section...May or may not be good as I'm nearly asleep where I type but I'm sure someone will mention it if it's bad :D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **darkflagrance** on **March 09, 2011, 07:34:47 am**

Awww, I would have loved to see pictures of the city falling to enemies. Give us an idea of the scope of the bloody street-by-street, block-by-block battle...Though it is exciting nonetheless.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 09, 2011, 01:57:24 pm**

Who says I won't? I still have a trick or two here ;D

One thing I will tell you is this: You seem to have forgotten that the Servants of the Vlagh are currently in the depths of the fortress.

Pictures are of course not going to happen since there is no actual game to go with this...Unless Hugo decides to do something.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 09, 2011, 10:41:58 pm**

Hmm... I was trying to draw some epic pictures of a view from the wall over looking the army marching to the gates with massive seige engines. But I just can't get a rough sketch that appeals to my perfectionism. But maybe a battle wrought city could be a nicer warm up. Also I detest the Servents of that called Vlagh sneaky little bastards

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **March 10, 2011, 05:25:34 am**



IT'S NOT THAT DAMN HARD

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 10, 2011, 10:16:27 pm**

Quote from: [Ze Spy](#) on March 10, 2011, 05:25:34 am

[Spoiler](#) (click to show/hide)



IT'S NOT THAT DAMN HARD

Altho that game does render an impressive battle simulation, I would say I don't think those are gobblins/undead/vampires/Hell-Hounds/Werewolf-Human-Animal-Trainer and Co/Stingtails and those are not dwarves. But I see your point as that is a very good reference. And I may just use it.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 15, 2011, 05:49:31 pm**

We should be back on schedule for a little while now. I had to take some time to familiarize myself with our new enemy but now I'm as familiar with the Vlagh and her Servants as I can be. Some tampering of my own may be in order before this battle is over though.

A few things though:

1. There will be many more Servants then the hooded ones as I have seen MANY more varieties.
2. The Vlagh WILL be taking a far more active role here then she did in the Land of Dhrall...As in fighting against the Dwarves.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 15, 2011, 10:16:31 pm**

Quote from: [thunderclan](#) on March 15, 2011, 05:49:31 pm

We should be back on schedule for a little while now. I had to take some time to familiarize myself with our new enemy but now I'm as familiar with the Vlagh and her Servants as I can be. Some tampering of my own may be in order before this battle is over though.

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1. There will be many more Servants then the hooded ones as I have seen MANY more varieties.

2. The Vlagh WILL be taking a far more active role here then she did in the Land of Dhrall...As in fighting against the Dwarves.

Yes as far as I remember there is like.. 5 varients. And I never got to get a good description of the Vlagh, but I only read book one. So I donno if you are reading the whole series (of which I envy you) but either way those servents are deadly critters. But The Vlagh does remind me of a Alien Queen form the "Alien" movies and comics (guess they are called Xenomorphs or some such) Now these dwarves are FUBAR

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 16, 2011, 12:28:30 am**

Yes I did read the whole series, just finished today actually. And actually there are more then 5...More like 12+...I think one of the most dangerous I know of are the Longbow-Bugs. ;)

Ti**le: Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 16, 2011, 07:34:41 pm**

Spiderthorn

Armed with torches and plenty of bolts the units of Marksmen took up positions on the walls of Spiderthorn's keep as the daylight faded. Watching for signs of enemy troops the guards didn't even notice the trio of cloaked forms that broke off from the shadows and headed out into the city.

Campfires burned in the streets as the Goblin and Kobold troops gathered around to feast on the contents of the city storerooms. Saingur and his wolves patrolled the streets alongside groups of skeleton warriors, slaughtering any Dwarf they found while the wizards oversaw the looting, ensuring that any soldier who tried to pocket some of Uktang's spoils met with a slow and bloody end.

Remaining in the shadows the Dwarves continued through several blocks of burned out and collapsed buildings to reach the breach that had given this flood of evil an entrance.

As they looked out at the enemy camp Shedim turned to her clanmates. "We know what needs to be done." She said in a low whisper. "Do your jobs and don't get captured, we don't have the manpower to mount a rescue."

With that the Shadowclan Leader turned and dashed through the breach, keeping low as she led her companions out toward the enemy camp...While in the tunnels below the fort the hooded Servants of the Vlagh continued killing their way up to the surface.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 19, 2011, 12:15:06 pm**

And then the earth shook violently, and Armok's Blood erupted in great spouts killing all of the Goblin hoard and clearing the mines of the servents of the Vlagh... Wait thats in the books. lol, Nah its getting pretty intense. I for-see a grand last stand battle with a dwarf standing in the booze stock pile with a torch ready to light it saying "Suck It." as he blows everything sky high (Just like they did in "The Thing")

And now Uktang had wizards :o

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 19, 2011, 03:18:09 pm**

...He's had wizards forever...Who do you think is in charge of all these mindless Undead? ;D

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 19, 2011, 05:14:36 pm**

Umm.. his Secratary of course. lol or his Brother-In-Law's ex Girlfriend's roommate's dog that knew a guy, with a degree in Necromancy. Other then that... Yeah wizards pretty much sum it up :P

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 24, 2011, 03:41:00 am**

Spiderthorn

Massive flames painted the sky and illuminated the ruined part of the city as Shedim weaved a path through the wrecked buildings, a number of slightly charred Goblins following close behind. Cursing the bad luck that seemed to be plaguing her missions the Shadowclan Dwarf snapped a single, rather bulky bolt into place and fired blindly behind her.

Her aim proved perfect and the bolt slammed into the lead Goblin's eye. The greenskinned creature had about 5 seconds to scream in pain before the bulky part of the bolt broke apart and a horde of the small spiders that were so common in Shadowclan's territory rushed out, biting madly at the injured Goblin before moving on to the rest of the pursuing invaders. Once they had exhausted the supply of bitable things they scattered into the ruins, leaving the Goblins unmoving on the street.

Shedim was able to move more carefully after that and, sticking to the shadows once more, was able to reach the safety of the Dwarf controlled area and get back inside. She was relieved to find her two clanmates safe as well.

The streets of Spiderthorn were filled with activity as enemy soldiers made preparations to begin their attack. Dozens of the strange mounts used by the enemy had been taken for hauling wagons filled with loot out of the city and bringing in others that were parked in the plazas that dotted the city.

Inside the Dwarves refuge the remaining defenders were preparing as well. Armor and weapons were checked and rechecked and more were brought up from the rapidly emptying armory. Several Engineers hauled bundles of the long ballista bolts up to the walls while others adjusted the angles on the giant crossbows, trying to have a decent number aimed at the hordes of ground troops while at the same time being prepared to counter any moves made by the Vampires they could see circling lazily on the breeze.

Kurel, Shedim and Iger were hard at work planning the defence and sending squads to their places on the walls or beside the gates. There were few among the defenders who believed they might be able to push back the enemy hordes. Most were preparing themselves to die, vowing that they would go to Armok's realm fighting rather then suffer as a prisoner of the Goblins or their allies.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 24, 2011, 09:31:24 pm**

More and more I this story progresses the more it reminds me of LOTRBFME such awsoneness

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 25, 2011, 03:13:05 am**

I try...I think we're nearly at the end of the Spiderthorn sidestory so I'm trying to make it memorable since I don't know when that blasted Demon is going to show up at Flamebanner for the BIG final battle.

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Ze Spy** on **March 25, 2011, 09:13:58 am**

Wheatley's journal

.....503543 barrels of booze in the stockpile, take one out, drink it empty, 503542 barrels of booze in the stockpile, take one out, drink it empty, 503541 barrels of booze in the stockpile, take one out, drink it empty, 503540 barrels of booze in the stockpile, take one ou-ZXDKO AURIXHIZHYFUIAUIASYJZIGYDSIFASDJZXKJZHAEIRAWIDYAFDJKFJHASIEUASDH

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **Hugo_The_Dwarf** on **March 27, 2011, 09:31:47 pm**

Wow.... I've been setting off drawing for the longest time. I've drawn up some new sketches for Uktang, and Sir Nil is still a work in progress, Trying to make him look Bad-Ass but not over do it is difficult

Title: **Re: Flamebanner: Returning To Greatness**
Post by: **thunderclan** on **March 27, 2011, 09:45:27 pm**

Spiderthorn

General Kurel and Shedim were staring in surprise at the mob of Dwarven and Goblin engineers that swarmed the plazas, assembling trebuchets and moving them into firing position. "I thought you destroyed their siege equipment!" Kurel said, gesturing at the rock throwers.

"We did, every engine we could find was burned. We should have expected them to bring in more." Shedim said, silently scolding herself for not thinking of such a thing earlier.

Gazing coldly at the bearded faces poking up over the ramparts, General Uzet signaled the engineers to commence firing on the wall. The assembled forces of Goblin and Kobold gripped their weapons tight, almost unable to wait for the slaughter that would begin once the wall fell.

The mood quickly changed to one of shock when the throwing arm of each trebuchet reached the top of it's arc...and snapped, showering the massed ranks with sharp chunks of wood and giant rocks. Screaming in rage Uzet ran the nearest engineer through with his sword before ordering the entire engineering crew executed.

As terrified screams rose from the mechanics and were silenced the Dwarf Thoth gazed at the walls, a smile on his face. Though he knew that his small contribution to the battle would almost certainly prove insubstantial he also knew that the enemy ranks had been decimated by what he had dubbed 'Kin Toga'.

As the executioners reached him, Thoth's mind settled, certain that his spirit would go to join Armok's despite his part in the first half of the Spiderthorn Siege.

With the loss of their siege engines the Goblins went to Plan B, ordering the Giants and Trolls forward to smash down the Dwarf gates. As they charged across the plaza, several falling as ballista bolts impaled them a spine-chilling roar echoed over the city...while just below the Dwarf's feet the hooded creatures heard their mother's call and, hissing, stepped aside to allow others to pass, shells scraping against the narrow corridor as the massive creatures skittered towards the surface.

Kurel and Shedim turned in horror as the solid granite doors of the fortress exploded outward, crushing several Dwarves before coming to rest. Out of the gaping hole skittered a trio of creatures both familiar to the Dwarves and at the same time strange: Giant Spiders, producers of such wonderful silk that many Dwarven tailors had died trying to procure it for their shops.

But these Spiders looked like they had been tampered with, given a shell to protect their vulnerable bodies. Before the defenders could recover from the shock of both the new invasion and the terrible Spider-creatures, their was a hissing noise and hundreds of small hooded figures erupted from the darkness, charging at the Dwarves, who finally shook off their surprise and leapt into battle with their new enemy...

Yes, the Vlagh's Servants have finally made it to the surface.

WOW! Only just realized that I never changed the thread title to reflect current events...Silly me :D

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **March 30, 2011, 12:35:42 am**

This thing is on long-term, indefinete hold. Mourning takes precedence :(:(:(:(

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **Dermonster** on **March 30, 2011, 12:37:36 am**

Oh noooooo

Who was it?

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **March 30, 2011, 02:05:18 am**

My dad...and the one who made all the money around here. My mom hasn't worked in a long time and I'm still trying to find a paying job...Nobody seems to want the inexperienced these days.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **Dermonster** on **March 30, 2011, 09:25:53 am**

Oh hell.

Thats... oh wow..

Oh goddammit words why do you fail me.

I hope it gets better. That's all I can really say.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **Heron TSG** on **April 05, 2011, 02:34:19 am**

Quote from: thunderclan on March 30, 2011, 02:05:18 am

My dad...and the one who made all the money around here. My mom hasn't worked in a long time and I'm still trying to find a paying job...Nobody seems to want the inexperienced these days.

Holy cow, I'm sorry to hear that. Good luck, and may your future be brighter.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **darkflagrance** on **April 05, 2011, 05:29:42 am**

Oh wow, that's terrible.

My condolences, and good luck with your situation

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 03, 2011, 11:57:03 pm**

Spiderthorn

Pained screams softened into death rattles as the poison fangs of the massive spiders bit through armor and flesh alike while the smaller hooded creatures used their poison tipped claws to great effect, felling soldiers with a single scratch.

On orders from General Kurel, the engineers had realigned their ballistas to fire into the courtyard and though they cut down several dozen of the smaller creatures the massive shells protecting the spiders turned back every bolt. Things began to go even worse for the Dwarven defenders, as the Goblin General took the opportunity that presented itself and ordered his archers to fire on the unprotected engineers. Exposed and distracted the engineers made easy targets and soon the ballistas fell silent...

Flamebanner (and Spiderthorn) are back! And things continue to go badly for the Dwarves.

I'm also seriously starting to worry about Flamebanner. It's been like 3 game years since my last Flamebanner update and absolutely NOBODY has shown up to attack...Not even a thief or snatcher. It makes an odd sort of sense considering the current story but it's rather worrying.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **Argonnek** on **May 04, 2011, 05:46:52 pm**

It lives!

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 06, 2011, 11:21:29 pm**

The end of the stars draws near. Three must become four to battle the darkness that lasts forever...

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 07, 2011, 01:23:53 am**

It seems like with every book I read I become more deeply attuned to my inspiration.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 07, 2011, 01:49:04 am**

Spiderthorn

With the Dwarven siege engines silenced, General Uzet gave a signal to his gathered troops and a large squad broke off, carrying a massive log towards the gates as fast as their legs would carry them...

Meanwhile, the battle against the spiders was going poorly. At least a hundred soldiers had fallen to the poison and other natural weapons of their opponents and only a single spider had been killed due to a lucky shot from a Skyclan Marksman. There was a small bright spot to their situation though. The smaller creatures had proven rather weak and several hundred corpses lay sprawled about the courtyard.

The pounding of wood on stone drew Shedim's attention to the Goblin's attempted attack. Though she yelled a warning her words were lost amid the chaos of battle. The Shadowclan leader offered up a quick prayer to Armok as the gates crashed inwards and rank upon rank of Goblins began to advance on the opening...

I had originally intended to have a small addition to this part but I decided that holding it in reserve until later would make it even more impressive. (I mean later as in near the end of the story, not just the end of this change of scenery.) :)

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **Argonnek** on **May 07, 2011, 11:08:11 am**

This is epic. Still, though, what's up with Flamebanner? How can years go by without anything happening?

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 07, 2011, 03:26:12 pm**

I don't know, Invasions are still on in the files but nothing is happening. Maybe we killed all their soldiers and it's taking a few years to rebuild their armies? I have no clue ???

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **Hugo_The_Dwarf** on **May 07, 2011, 11:32:31 pm**

Just mod in Viagra for the green bastards and ta da. haha just kidding. And thats awful on what happened. But im glad the story still lives

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 08, 2011, 01:19:47 am**

Strangely enough, my theory might actually have some fact to it. I just checked the Raws and it takes a Goblin child 12 years to become an adult so it may actually be possible that we killed all the adults and are now waiting for the children to mature.

Hopefully my modification will fix things, I changed the time from 12 years to 2 so we'll see if anything changes.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 25, 2011, 12:17:15 am**

Spiderthorn

Caught between the seemingly fearless insect creatures and the near endless hordes of screaming Goblins and Undead the Dwarven defenders began to fall in great numbers as they sought desperately to regain control of the battle.

The final monstrous spider finally squealed in pain as it crashed to the ground, several dozen small wounds covering it's body. As the beast struggled to rise a single crossbow bolt slammed into it's head, biting deep before bursting into bright orange flames that washed over the spider, leaving nothing but a charred husk and a massive turtle shell.

Anriz's Warriors were able to give a small cheer as they witnessed the result of their Leader's amazing accuracy. Then they were once more sending bolts deep into the ranks of enemy soldiers clustered around the gate.

"Keep fighting! Drive them back!" Iger shouted, slashing and hacking at the enemy with his sword. The Riverclan Leader had watched helplessly as the Goblin siege engines smashed the command post to rubble and with the General missing he had assumed control of the defenses...

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 25, 2011, 12:46:13 am**

Spiderthorn

Trapped among the rubble and dead Dwarves, Shedim was proving a hard foe for the enemy forces to vanquish, darting in and out of range and doing brutal amounts of damage with sword and dagger. She had been with Kurel when the command center was pummeled by a barrage of rocks. She had seen the General crushed beneath the rubble of the collapsing masonry and had only been saved from a similar fate by her quick reflexes, managing to jump clear of the wall before it fell.

Several others had survived the destruction as well, only to be cut down as they stumbled, dazed out of the ruins. The Shadowclan Leader was the sole survivor, though how long that would last was uncertain. As she stabbed a Goblin Swordmaster in the throat the sound of a horn rose over the sounds of battle. Knowing it was coming from the Goblin lines, Shedim whipped her gaze around, searching for whatever new threat was going to appear. Unable to see or hear anything she returned to the task at hand, slicing a Maceman's legs from under him and removing his head on the backswing...

Things continue to go downhill for Spiderthorn. Kurel is dead now along with several hundred of his troops. The only real command left on the field is the remaining Clan Leaders: Anriz, Iger and Shedim.

Spoiler (click to show/hide)
No, there is no way for them to win this. Well...there is one way but I'm holding that back for the FINAL battle. It's hopefully too epic to use on a side story.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 25, 2011, 08:54:26 pm**

Finally! Some action!

A Dragon just showed up with the Year 33 Summer Caravan. Still no sign of the Goblins or Undead or Kobolds but this should be fun anyway ;)

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **Argonnek** on **May 26, 2011, 11:41:41 am**

Well, even though 40d dragons are pansies, it's something more interesting than nothing.

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 26, 2011, 12:29:53 pm**

Plus, this is a Flamebanner Dragon...So it could very well end up having diamond hard scales or something. Haven't really decided how I'll boost this one yet. We do only have 8 Warriors though: 7 Champions and Elite Marksdwarf Wheatly.

Hoping to be able to finish with Spiderthorn by the end of next week so I can get back to Flamebanner. Honestly, I've been kind of neglecting the fortress since I've been swamped with other games and such. Why do there have to be so many fun games out there!!! :)

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 28, 2011, 12:08:37 am**

Spiderthorn

As the sound of the Goblin's horn spread over the city the rest of Uzet's army leapt into action. Vampires and Stingtails dropped from the sky, the latter swarming over the Dwarven Marksmen while the former returned to human form and waded into the thick of things, blood quickly staining their armor and swords as they hacked and tore a swath through Skyclan's Warriors, while on the ground Saingur led his people through the traffic jam at the broken gates, weaving among the soldiers to leap, snarling atop the closest Dwarf.

Catching a mace swing on his shield, Iger kicked the wielder's legs from under him before finishing the Goblin with a stab of his sword. Ducking under the swing of another enemy and rolling out of the growing circle of enemies, the Riverclan Warrior came to his feet, slashing through a wolf as he rose and turned to face the enemy.

The courtyard was lost, Dwarves dropping like flies as the walled area filled with more and more enemies. Several small islands of resistance still remained though the defenders were reduced to hiding behind their locked shields as the merciless Undead pounded against their steel wall.

Knowing in his heart that those Dwarves would not survive, Iger sighed inwardly as he hacked at the bare bones of a Wrestler. He knew the battle was lost, knew that their numbers were no longer sufficient to hold any part of the city against Uktang's horde.

As the skeleton fell and his sword clashed against the blade of another, Iger raised his voice, roaring to be heard over the noise.

"Retreat! Dwarves of Spiderthorn, retreat and seal the doors!" Those nearest the fort entrance ran through, intending to shut the doors if the enemy tried to follow them. They came up short, horrified expressions on their faces as they remembered that the massive stone doors had been blasted from their hinges by the arrival of the giant shelled spiders.

Sheer panic overwhelmed the army at the point, many soldiers flinging down weapons and armor as they fled deeper into the fortress in search of someplace to hide.

As those who could escape did and the rest were cut down or torn to shreds, Iger gripped his sword hilt tighter, tossing his shield into the face of the nearest enemy so he could draw the axe from his side as well. With these weapons in hand he charged into the mass of enemies, hacking and slashing at green skin, bleached bone and dark fur in a terrifying battle trance.

Without his shield he was much less protected though and a lucky axe swing got past the flashing weapons and sank into his left leg, blood rushing down his leg as the weapon was pulled free. Grunting from the sudden pain, the Warrior's attack faltered and the skeletal soldiers took advantage of this to bring down the troublesome Dwarf, axes and swords biting through flesh and maces crushing armor.

Finally, with a gasp of pain, he fell, bleeding from over a dozen places and with one leg dragging along the ground. Shadows leaked into his vision, blotting out the light as the enemy entered the Dwarven halls in search of loot and the retreating soldiers...

Title: **Re: Flamebanner: Siege of Spiderthorn**
Post by: **thunderclan** on **May 28, 2011, 01:20:42 am**

Spiderthorn

Gasping from the chase through the underground halls, Shedim leaned her back against a wall as her eyes passed over the small group of Dwarves that had gathered here. The room had obviously been used by one of the more work obsessed members of the fort as in addition to the workshop space there was a bed and a small stock of food and booze which the group shared among themselves.

Screams could be heard echoing through the halls as the enemy rooted out and eliminated the fleeing defenders. Tuning out the sound the Shadowclan Leader turned to one of the other Warriors, who was wrapping a piece of cloth around a leg wound and using another to dab at a large scratch on his forehead.

"Do you know if Anriz and Iger made it in?" She asked. When he shook his head in reply she moved onto the next, making her way around the room until she had learned the fate of her fellow clan leaders. Both had died, Iger in a blaze of glory as the others retreated and Anriz beneath a cloud of Stingtails, their poison finally overcoming him.

"We need to get out of here." She said, loud enough to be heard by the others but hopefully not loud enough to attract attention.

"How?" One of the Spiderthorn garrison asked, his tone indicating what he thought of her plan.

"The mines." She answered after a moments thought. "They were tapped out years ago so there is no reason for anyone to go down there. Plus, those insect creatures got into the tunnels somehow, we can use their tunnels to escape."

"And what if their tunnels lead right into the enemy camp?" Another Dwarf piped up.

"It doesn't. Myself and two others scouted their camp and saw no sign of digging. We would have noticed." The silence showed the respect these Dwarves had for Shadowclan's scouting abilities.

"We'll wait awhile until things calm a bit and then we'll make our escape. By then they should be busy celebrating and not paying much attention to the halls." Shedim said decisively...

General Uzet managed to keep his excitement suppressed as Uktang's face appeared in the air before him. "Success my Lord." He said, bowing to his master.

"I assume you have cleansed that fortress of Dwarven life?" The Demon asked casually.

"N-Not yet." Uzet replied slowly, worried now. "But we control the city and fortress and my men are sweeping every tunnel as we speak. If any Dwarf remains then we'll find them."

"Very well then." Uktang said after a long moment, not commenting as his General heaved a sigh of relief. "General Bax has broken the defenses at Shadowkeep Island and Necromancer Zakosp has decimated the fortress on Windmist Moor."

"What should I do now Lord?" Uzet asked. "Loot Spiderthorn and then gather your army and make haste to Riverview Point. The Dwarves there are proving too stubborn for the commander there to break." Uktang ordered before turning his gaze on Kaloh.

"As for you, your skeletal forces and Silverthorne's vampires will proceed to Skyedge Forest to root out the last of the bearded idiots there."

"As you command." Kaloh replied, bowing deeply to the Demon as the image faded...

And thus ends the tale of Spiderthorn, many hundreds of Dwarven lives were lost, including those of 3 Clan Leaders. New enemies were introduced and (hopefully) small glimpses into the world were made.

(Seriously, I think I have created more fortresses then existed back in Year 4. And, if anyone is curious I'm using a name generator for the names of other places not central to the story. Spiderthorn and Flamebanner are the only to I took my time with naming.)

I'll probably get to that Draconian visitor over the weekend and that update will mark the return to Flamebanner. Hopefully you guys enjoyed the side trip. :D

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **Argonnek** on **May 28, 2011, 12:20:23 pm**

I sit in eager anticipation for the next update!

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **mcclay** on **May 29, 2011, 03:33:47 am**

Dwarf me
Name:Mc Clay
Profession: axdwarf

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **Heron TSG** on **May 29, 2011, 08:23:55 pm**

'Tis a dramatic tale indeed.

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **Dermonster** on **May 29, 2011, 08:28:22 pm**

Claps mightily

I forgot, did I survive in Flamebanner?

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **thunderclan** on **May 29, 2011, 10:52:51 pm**

Honestly, my list has been lost during one of my virus sweeps so I don't actually remember who you were.

The list of surviving Warriors is as follows:

Kanet Fireshield
Argonnek
Derek "Hellbringer"
Sable
Kigok
Hugo
Ahra
Wheatly

Clay, you'll be in once I have a Axeman available. I kind of let recruitment slip too :-[

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **Dermonster** on **May 29, 2011, 10:54:07 pm**

I was Derek.

Woot!

If I remember correctly, I was one of the last elder warriors. I also gained the title of Decapitator, i think.

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **thunderclan** on **May 30, 2011, 12:19:02 am**

Despite a continuing fear of dying horribly which kept immigrants from making the trip, Flamebanner continued to slowly recover from past events. The craft shops were turning out trade goods at a rapid speed while Mayor Cerol continued to meet with the traders. The forges were still severely understaffed, with only Kol and Dungeon Master Illral seeing that weapons and armor were kept in good repair.

Kanet was looking over the model of Flamebanner in his office when a knock at the door announced Argonnek's arrival. As Thunderclan's Deputy stepped into the room, Kanet noted the grim look on her face...and the similar look on the Dwarf that followed her in. Dressed in fine spider silk clothes and with the heraldry of Queen Manorspread stitched on the breast, it was obvious that this was someone important.

"A messenger from the capital Kanet." Argonnek said, directing the Dwarf into a chair.

"Thank you Arg." Kanet said as he slid into his own chair.

"I am Ritas, royal messenger in the service of our Queen. I have been sent to bring you news that effects all Dwarfkind." The stranger said, pulling a roll of paper out of the bag at his side and passing it across to the Leader.

Picking up the roll and breaking the seal revealed a lengthy message from the queen as well as reports from several sources. His eyes widened as he quickly scanned the writing.

"Are you to wait for a response?" Kanet asked.

"No, the Queen's wishes are simply that you continue doing what you have been, fighting against Uktang's forces." Ritas replied.

"Then I hope you won't be offended if I ask you to leave us to discuss this." Fireshield said. "Feel free to rest before you return to the Mountainhomes."

"As you wish." Ritas said with a respectful bow before taking his leave.

Kanet looked over at his Deputy and she could see the concern in her lover's eyes.

"Spiderthorn has fallen. Uktang's forces laid siege to the city and exterminated everyone inside the walls." He said slowly. "Reports that were made by a handful of survivors reported Goblins, Kobolds and Undead making up the bulk of the army with Vampires, Werewolves and some sort of strange insect creatures providing backup."

"So Uktang is stronger then ever." Argonnek said slowly, her mind processing this information. "At least a siege would have cost them dearly."

"They took the city in two days. Over three thousand Dwarven soldiers and civilians were killed." He said, holding up a hand to halt Argonnek's next words. "It gets worse."

"The other clans were present as well with most of their Warriors. Iger, Num and Anriz were killed and Shedim is presumed dead as well."

"Even four clans couldn't hold them?" The Deputy shivered as that horrible thought went through her mind.

"Not only that, the enemy forces continued their victory streak. They moved on to take and destroy the fortresses at Shadowkeep Island, Windmist Moor, Riverview Point and Skyedge Forest. The other clans have been completely decimated and any survivors are either in hiding or in the capital." Kanet added, passing the papers to Argonnek.

"What hope is there for Thunderclan then?" Argonnek asked, concern filling her voice.

"Plenty, provided we prepare." Kanet answered. "Gather everyone in the courtyard for an announcement."

"Dwarves of Thunderclan." Fireshield said as he gazed out over the crowd gathered below the stage. "Uktang's forces have not been seen in our territory for many months and I know that some had hoped they had given up."

"They have not, We have recieved word that they launched a series of attacks that destroyed not only a large number of Dwarves but the other four clans as well." Kanet had to wait a minute to regain silence as shocked conversation broke out among the crowd. "We will not allow this to go unavenged!"

"As of now Flamebanner is on a war footing. We will be looking for as many new recruits as we can get as well as new additions to the Metalworking and Masonry teams." Kanet continued. "There will be a constant guard on both the South and East gates as well as the Watchtowers."

"Now." The Thunderclan Leader said, gesturing to Kol, Gasis and Derek to step onto the stage. "See one of these three if you wish to become a Warrior or join the Masonry and Metalworking teams. We'll review and choose the best roles for everyone and make the announcements tomorrow."

Feel free to request new Dwarves, I have no limits on how many a person can have (Plus, it saves me the trouble of coming up with names for them so I can tell them apart. :D)

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **thunderclan** on **May 30, 2011, 12:21:40 am**

Dermonster, your current titles are Decapitator (self-explanatory) and Kill Master (Also self-explanatory)

And I believe you're right, I believe you are the most senior Warrior...Now the question is, can you still fight after a couple years of downtime? ;D

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **Dermonster** on **May 30, 2011, 12:26:58 am**

You bet your ass I can!

Every dwarf I ever take on is a whirling dervish of badass. In an alternate time line of Failcannons sequel, where i was a leatherworker that wasn't mentioned for who knows how many years, *I punched out a fire elemental without getting hurt*, And still punched out a few more forgotten beasts, when I already had a perfectly good sword on me.

In TowerSoared, I have about 14 Forgotten beast kills to my name, Solo!

There's probably a few other things I'm forgetting! It's probably all still completely badass!

No damn goblin thing is going to stop me!

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **thunderclan** on **May 30, 2011, 12:47:40 am**

Quote from: dermonster on May 30, 2011, 12:26:58 am

No damn goblin thing is going to stop me!

I think Goblins are the least of our problems. Also, what about an army? Can even a whirlwind of death like Derek bring enough hell to beat an army?

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **Dermonster** on **May 30, 2011, 12:50:34 am**

Did it in Towersoared, probably could do it here.

And by goblin thing I meant 'Anything even vaguely on the opposing teams side'

Title: **Re: Flamebanner: Fall of Spiderthorn**
Post by: **thunderclan** on **May 30, 2011, 01:29:12 am**

I guess I'll have to put that claim to the test...provided my plans all work out and my computer doesn't explode when I do it.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **May 30, 2011, 07:34:18 pm**

I think Kanet is still trying to make up for all that time he spent with just the one kill. He went out to fight the Dragon alone instead of waiting for backup. It was quick but epic.

Also, may have found a lead on the no enemies showing up thing. Out of curiosity I decided to check the legends and see if anything there stood out. Found out that if the fort is abandoned now, it says we are conquered by the Goblins rather than saying we crumbled to our end.

In an effort to fix that I ordered the execution of the half dozen prisoners we have left via magma bathing. Those are the only enemies alive (aside from megabeasts) on the map so hopefully their death will remove whatever obstacle is stopping further attacks.

Made another change to the raws as well, removing the multiple litter rare tag from Dwarves to hopefully speed up our population growth.

Title: **Re: Flamebanner: War Footing**
Post by: **mcclay** on **May 31, 2011, 03:56:17 pm**

Silly game, the fort is still alive.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **May 31, 2011, 05:06:47 pm**

The crowd watched in anticipation as Kanet and the others took the stage once more, eager to know who would be joining the ranks of Flamebanner's Warriors.

At a gesture from Kanet, Argonnek stepped forward, clearing her throat as she glanced down at the tablet in her hands.

"First off, thank you to everyone who put their name forward." The Deputy began. "We were able to place most of you though there were some we felt needed a bit more time before being considered ready."

"Joining the Masonry team is Goden Soundedshelter, Imush Mirroredfiend, Kob Guildslunk and Ast Plankbutters."

"The Metalworking team has taken on Rakust Fencedamuses, Doshet Strangledbasement and Roduk Tradegluttons as apprentices in the fields of armor and weapon smithing."

"Now we come to the new Warriors. This is a longer list so bear with me."

"McClay Satinycontrol, Nil Wrathlanterns, Nabreth Windbreaches, Mestthos Creekdungeons, Deler Seizedink, Kivish Glazedrag, Lokum Decentlaces, Oklit Tombclenches, Cerol Bridgedgrove, Zoden Toolempire, Tezad Screambolted and Tekkud Seamdredged."

Having to shout to be heard over the cheers of Dwarves as they congratulated friends and family Argonnek moved to the last name on the list. "Our new Medicine Dwarf is Sigun Balancebridge."

Thats every spare Dwarf for now (several being the children of the count and countess). I will be adding more to the squads as we have more births which should be easy since we've had 2 sets of triplets born since last night.

Also, simply because I felt it was the right thing to do, I made Nil Wrathlanterns a Hammerdwarf. Seemed appropriate :)

Title: **Re: Flamebanner: War Footing**
Post by: **ELITETACO3519** on **June 01, 2011, 09:49:42 pm**

still going? is there any dwarfs left for dorfing? im too lazy to find out. :D

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **June 01, 2011, 10:44:42 pm**

Yes this is still going and yes there are plenty of Dwarves left to claim. I think only about a dozen of the 61 currently running around are claimed. Claim as many as you like! :D

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **June 09, 2011, 05:58:48 pm**

The merchants from the Human lands had arrived and were busy unloading their wares under the watchful eye of their guards when the loud notes of the alarm rose from the Flaming Wall and McClay darted through the gates and vanished into the fortress.

Only a few minutes passed before Kanet appeared and rushed out the gate on some unknown mission...

As he ran through the Northern woods, Kanet's eyes were glued on the plume of smoke rising into the sky. As the Dragon came into view the Warrior moved to the side, using the rocky landscape for cover as he climbed, knowing that meeting the beast face to face would be a good way to get chewed on.

A pained howl rose as one of the fortress's war wolves fell to the Dragon's flames. Watching from a high ledge, Kanet studied his foe, hoping for some chink in the scaly hide he could use to his advantage. Seeing none, he had resigned himself to wait for reinforcements when he was overcome by the battle trance.

Drawing his sword the Warrior rose to a crouch, and with a roar of fury leapt off the ledge, plummeting toward the Dragon's scaly back...

By the time Argonnek arrived with a squad of Warriors, Kanet was absently cleaning the blood from his sword, staring in shock at the two halves of dragon that lay nearby...

Yes, Kanet one shotted a Dragon by cutting it in half...After I had boosted the thing! Wasn't expecting the battle to go quite that fast.

Title: **Re: Flamebanner: War Footing**
Post by: **mcclay** on **June 09, 2011, 07:30:45 pm**

awww, I ran like a little girl, good thing Kanet was there. :-\

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **June 09, 2011, 09:55:52 pm**

Actually, you were one of the 2 guards in the Flaming Wall watchtower, you ran from there to tell Kanet what was happening while the second Warrior sounded the alarm so anyone outside the walls would know to either get inside or risk dying.

You never met the Dragon in person (I'm not crazy enough to risk fairly new recruits on such tricky enemies when we have Senior Warriors around who can apparently cut Dragons in half.) :)

Title: **Re: Flamebanner: War Footing**
Post by: **Heron TSG** on **June 23, 2011, 08:38:43 am**

All hail Kanet, bisector of dragons!

Title: **Re: Flamebanner: War Footing**
Post by: **Hitty40** on **June 23, 2011, 10:44:25 am**

Wow, this fort is still going after 97 pages? What year did you start on and what year is now? Also, I'd like an engineer marks/axedwarf named G who has maxed out rage issues AKA get angered quite easily.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **June 25, 2011, 12:42:06 am**

I believe we started in Year 3 and it is now Year 34. As well as around 2 years real time (off and on) It's been a while but I refuse to quit with the story only half told!

Sorry for the delays guys, we've been taking advantage of the nicer weather to get some outside stuff done. Hopefully you're all used to this by now :D

Title: **Re: Flamebanner: War Footing**
Post by: **mcclay** on **June 25, 2011, 11:10:30 pm**

:-\hellloooo... anyonr in there

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **June 28, 2011, 03:47:05 am**

3rd Timber

Though the borders of Flamebanner had been secure for quite some time patrols still went out several times a day to walk the borders.

As the Noon patrol reached the wall surrounding the Temple McClay suddenly called a halt, gesturing at his companions Ahra and Hugo to be silent. Over the bubbling of the nearby magma lake the trio of Warriors could hear the tapping of metal on stone from the interior of the wall. Curiosity getting the better him, McClay led his patrol along the wall, heading for the Temple entrance.

As they crossed the fiery red threshold the source of the noise became apparent. A half dozen Kobolds clad in cloaks that nearly matched the walls were chipping away at several points around the courtyard while a larger figure observed from beside the altar.

The observer turned his attention to the new arrivals as the Kobolds continued their work. "Ah, it seems we've attracted some attention. I suppose killing a few more Dwarves won't hurt anything." With that the cloaked figure drew a gleaming obsidian sword and pointed it at the trio of Warriors.

Silently the figure charged the patrol, who, surprised as they were by their discovery barely managed to draw weapons before the stone blade came slashing down at them.

Axe in hand, Hugo roared a drunken battle-cry as he swept his axe low, hitting nothing but air as his foe leapt over the blade, landing and rolling between the Drunken Defender and McClay's own axe to pop up beside Ahra, who cried out in pain as the sword cleaved right through the shaft of her spear and cut deeply into her shoulder, trailing blood as it was pulled free.

Blood flowed freely from the wound, soaking both Dwarf and ground as she fell to one side. McClay was about to attack once more when the sound of Kobolds squealing in fear drew the attention of both Dwarves and the observer.

While their boss had distracted the enemy, the sneaky little creatures had chipped away at several vital support stones, eventually managing to shove the remainder of the blocks free. With the supports broken the stones above the pillars had begun to shift, bowing to the forces of gravity.

As the grinding of shifting stone grew louder the walls began to visibly tilt as the weight of the rock pressed downward. Finally with a crash one of the ceiling tiles fell to the floor and shattered, quickly followed by another and another until it was raining tile.

"I believe our work here is done. We'll be leaving now." The observer said, sheathing his sword and following his Kobold lackeys away from the altar.

"Hugo, get Ahra clear before this place comes down." McClay ordered, raising his voice to be heard over the crash of falling rock. "I want to know who's responsible for this." With that the Axedwarf took off after the fleeing saboteurs, dodging around piles of debris and trying not to be crushed as the outer pillars fell, some crashing against the second floor walls and adding to the chaos.

As he reached the wall though the Thunderclan Dwarf skidded to a stop in surprise. The Kobolds and their leader had vanished into thin air. Knowing that he couldn't make it to the gates in time he knelt down against to the wall, holding his shield overhead with both hands and placing his life in Armok's hands...

20 minutes later, when the massive dust cloud finally settled and began to dissipate, one of the Warriors sent in to check for bodies spotted the glint of metal and with a bit of effort managed to extract McClay from the the rocks that had nearly buried him. The young Warrior was covered in dust and blood seeped from wounds inflicted by the rocks but his chest rose and fell as he breathed but did not wake.

Seeing no other bodies in the area the Warrior hauled McClay onto his shoulders and started back to the gates where Kanet was waiting for a report...

"The Flamebanner Temple lies in ruins." A voice said, gazing at the devastated site from several angles. "Uktang thinks he has struck a blow but he has merely opened the door to what could become another page in Thunderclan's glorious history."

"You!" The voice said as it's owner turned his flaming eyes on one of the Dwarves standing around his throne. "We have need of your unique talents if we are to rebuilt the Temple." The speaker raised a hand to silence the protests. "I know you have a special connection with one of the Craftsmen of Flamebanner. Use that to guide him in this project."

"As you wish My Lord." Barbarossa said, bowing low before taking his leave, passing between the twin ranks of gold clad Dwarven Warriors that guarded Armok's throne room and vanishing through the magma fall that hid the room from the rest of the fiery Blood God's realm.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **June 29, 2011, 12:27:33 am**

While Sigun treated the injured Warriors in the Infirmary, Kanet was listening to Hugo's report in the Barracks.

"So we have no idea who or what was leading this attack?" Kanet asked.

"No sir." Hugo replied. "All we know is that their leader was larger then the Kobolds and carried an obsidian sword."

"No, we know more." McClay said as he came into the room, a thin trickle of blood running from a cut just below one eye. "Mostly just bruised and battered." He explained, lowering himself to one of the beds. "Sigun says I'll be fine with some rest but we have bigger problems."

"The one who led this attack wasn't as careful as they thought." He continued. "When he drew that sword of his I caught sight of a second weapon, a crossbow, Dwarf made."

"Uktang's forces have killed plenty of Dwarven soldiers." Kanet said. "I'm sure at least a few of their crossbows found themselves in enemy hands."

"This one bore the Thunderclan mark on it..."

Title: **Re: Flamebanner: War Footing**
Post by: **mcclay** on **June 29, 2011, 01:11:18 am**

Tratiors and my guy has the makings of a badass in him, how many other dwarves can say they have survived a temple falling on them?

Title: **Re: Flamebanner: War Footing**
Post by: **Heron TSG** on **June 30, 2011, 01:17:20 am**

Are we turning the temple into a murder machine? Because at this rate I think we need a few more of those.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **June 30, 2011, 02:37:02 am**

I was actually planning to make it a better looking temple...though we might be able to do both, it is a magma lake after all ;D

I have a couple ideas that may be quite impressive if they work

Title: **Re: Flamebanner: War Footing**
Post by: **Hugo_The_Dwarf** on **July 02, 2011, 09:25:22 pm**

Now we finally see some action here in flamebanner. Its been so long since I've checked on my humble home

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **July 02, 2011, 11:29:42 pm**

We may end up with a few melted puddles of Dwarf as I'm going to be doing my first ever magma-pumping operation and I don't know how well it will work yet.

Still waiting on masons to finish preparing site while haulers bring green glass blocks to supply zone and metalworkers build corkscrews and pipes out of iron.

Title: **Re: Flamebanner: War Footing**
Post by: **masam** on **July 16, 2011, 11:48:39 pm**

I live! Just caught up and Kanet becomes the Cleaver to Derek's "Decapitator." that's two mega beasts for me...can i have the dragon skull added to my titan statue? Also, journal incoming.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **July 17, 2011, 02:18:30 am**

OK! At Masam's request I am posting the stats and kills of all our major Warriors/people with many kills. Then I may even have an actual update! That remains to be seen though as it is already after Midnight.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **July 17, 2011, 02:48:15 am**

Um...We ***may*** be screwed as I figured out a likely reason for our lack of enemies the last few years...We're marked as at peace with everyone on the Civilization screen.

This is NOT good!

Title: **Re: Flamebanner: War Footing**
Post by: **Dermonster** on **July 17, 2011, 08:27:53 am**

Wow that is some type of amusing coincidence I don't even know.

How... how does that even happen!?

Title: **Re: Flamebanner: War Footing**
Post by: **Heron TSG** on **July 17, 2011, 09:58:26 am**

Start executing some merchants, broseph.

Title: **Re: Flamebanner: War Footing**
Post by: **Hugo_The_Dwarf** on **July 17, 2011, 10:04:16 am**

Acually its the war status the civ screen shows. And there are only two options "P" or Peace which is no war. or "W" which is war. So goblins and undead and anyother savage civ will still attack, ambush, and seige. but if say a peaceful civ like humans or elves are at war with you they basically attack you like the normal savage civs. Tried killing all the prisoners? Get df campaign and bring all the dead enemies to life and kill them all again. I heard thats how you fix that issue

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **July 17, 2011, 12:52:04 pm**

Killed off all the prisoners a few weeks ago. As for using companion to resurrect and kill every enemy...That is going to be quite horrible to do. Very rough estimate is 500+ dead enemies...and for some annoying reason they don't get listed by when they arrived or died or whatever so I have to go through all of them.

Better that then have all my plans ruined though. Those plans absolutely require enemies showing up, the more the better...though my computer may disagree with me.

Title: **Re: Flamebanner: War Footing**
Post by: **Roboboy33** on **July 17, 2011, 11:41:55 pm**

this thread has been going for 3 years... wow!

Sable's axe sunk deep into a Goblin's thigh and with a quick flick of the wrist reversed direction, severing the limb and leaving the Goblin to fall against a tree where he was left to die as the Dwarven captain kicked his sword away and then moved away to find a new target...

As a squad of enemy Spearmen advanced through the trees a trio of bolts sank into the ground around them. Laughing at the horrible marksmanship of their opponent, the invaders missed the metal tubes that had fallen free of the bolts, each one releasing a horde of arachnids.

However, they did take close notice when the first Goblin fell to the ground in flames. Even as he died the rest of his group began to panic, trying to slap the spiders away from their clothing but thanks to the barbed hairs on their legs the fire spiders held tight, setting each one aflame before running off into the trees. With a grin of pleasure the Goblin's killer slipped a new bolt into place and vanished into the trees...

Back at the temple site things had turned sour for the invaders as their numbers continued to shrink under the Dwarven weapons. An entire squad had been lost into a chasm that had opened beneath their feet and closed seconds later.

The terrified creatures were just beginning to retreat when reinforcements arrived. Half a dozen massive spiders crashed through the narrow band of trees remaining around the site to leap onto the defenders. Bolts fired by Argonnek and Wheatly ricocheted off the shells covering each spider's body.

"Fall back to the Ballista!" Kanet cried as his Warriors gathered around him, though he knew they were unlikely to reach the siege weapon before they were overwhelmed by the surviving Goblins and their spiders.

Before they could move though a flight of bolts arced out of the trees behind the invaders, the pure black fletching marking each shot as the sharpened heads plunged into Goblin bodies. As the slow moving spiders began to turn to face the new threat the shooters erupted from the trees, short swords swinging from every hand as they fell on the surviving Goblins.

"Charge!" Kanet yelled after a moments confusion, intending to make the most of the distraction.

Several of the new arrivals swung onto the legs of the spiders and clambered up, using small knives to get holds on the smooth legs. Piercing squeals filled the air as the massive beasts revealed their pain before they were silenced by a short sword to the head...

As the final spider fell unmoving to the ground the Thunderclan Warriors kept tight hold of their weapons as one of the arrivals approached, her black cloak and hood covering her features. Wary of potential treachery, Kanet and Argonnek moved to meet her. As the three of them met between their forces, Kanet's eyes wandered over the designs embroidered on the cloak. As his eyes caught on a particular symbol near the hood it was thrown back, revealing the battle scarred and weary face of a Dwarf.

"Kanet Fireshield." The Dwarf said, glancing at the soldiers behind Kanet. "Good to see you're still alive...along with your Warriors."

"And who might you be?" Argonnek asked, hands still clutching her crossbow.

"Shadow." The Dwarf replied. "Though to most I am known as Shedim, Leader of Shadowclan."

"We'd received word that the other clans were wiped out by Uktang." Kanet said, suspicion in his voice.

"*Nearly* wiped out." Shedim corrected. "After Spiderthorn fell I gathered what survivors I could and headed home to prepare for the next battle. Shadowkeep Island was a smoking ruin when I arrived though the destroyers had moved on. After hearing from others how the other clan holds had fallen I decided that fighting my way to Thunderclan territory was the best hope for survival."

"And how do we know you're not spies sent to infiltrate our ranks?" Kanet asked.

"With these." Shedim answered, tossing a small bag to the Leader. Opening it he found 4 blocks of marble, each engraved with the symbol of a clan. "You know as well as I that these are the lifeblood of the clans. A spy would not even know their purpose."

"All four clans are here...How did you get their symbols?" Argonnek asked.

"It took a great amount of work to recover them from the bodies of Num, Anriz and Iger. But with them their clans can survive...Once Uktang is killed." Shedim replied.

"Very well." Kanet decided, raising his voice to be heard by all. "Thunderclan and Shadowclan are now allies against the demon and his armies! We rise or fall together!"

Yes, Shedim survived and escaped from Spiderthorn and has now arrived on Thunderclan soil to join our fight. :D

Title: **Re: Flamebanner: War Footing**
Post by: **mcclay** on **September 03, 2011, 06:13:37 pm**

How did you do the spider thing?

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **September 03, 2011, 07:26:09 pm**

Which spiders, the Fire Spiders or the giant shelled spiders?

Title: **Re: Flamebanner: War Footing**
Post by: **Hitty40** on **September 03, 2011, 07:29:59 pm**

Quote from: [thunderclan on September 03, 2011, 07:26:09 pm](#)
Which spiders, the Fire Spiders or the giant shelled spiders?

I guess he means how you killed the spiders before Shadow arrived.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **September 03, 2011, 10:44:27 pm**

We didn't, Shadow and her people killed the spiders...They were also responsible for the flaming Goblins.

Sorry Argonnek, couldn't give you all the cool toys. :D

Title: **Re: Flamebanner: War Footing**
Post by: **Argonnek** on **September 04, 2011, 01:07:25 am**

I still prefer my electric bolts. They won't turn on you as easily. But those spiders man... Can't trust 'em.

Title: **Re: Flamebanner: War Footing**
Post by: **Heron TSG** on **September 07, 2011, 11:19:17 pm**

The pen is mightier than the sword, if 40d engraving stat boosts are to be believed. Barbarossa should spend some time training when he's not busy. Not as an active warrior, though.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **September 08, 2011, 03:31:25 am**

...You do know Barbarossa has been dead for a while now right? His spirit has been acting through Ushat since the Great Tantrum ended...and he's been helping Ushat design the new temple at Armok's command.

Title: **Re: Flamebanner: War Footing**
Post by: **Heron TSG** on **September 14, 2011, 11:17:28 pm**

I knew something was off with that post. Whoops, it's been a while.

I don't think I have a dwarf, then. I'll take a Macedwarf. Zaneg Sodelberul is a good-ish name.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **September 14, 2011, 11:33:49 pm**

I'll add him to the list.

You must really like Macedwarfs, I think this will be your third one. At least they're good against all these skeletal things running around the world. :)

Title: **Re: Flamebanner: War Footing**
Post by: **NRDL** on **September 15, 2011, 02:41:02 am**

Is it ok if I have a status update on my dorf?

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **September 15, 2011, 03:35:20 am**

Sure! I haven't gotten to adding the requests yet...Waiting for some children to grow up...At least we have lots of twins and triplets adding to our numbers :)

Title: **Re: Flamebanner: War Footing**
Post by: **Heron TSG** on **September 16, 2011, 12:27:10 am**

Quote from: thunderclan on September 14, 2011, 11:33:49 pm

You must really like Macedwarfs, I think this will be your third one. At least they're good against all these skeletal things running around the world. :)

Hey, it's not like spearing them in the organs works very well. :P

Wait... how many dwarves have I claimed? Barbarossa, Speardwarf... I think there was an apprentice somewhere in there... and now this guy.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **September 16, 2011, 11:11:34 am**

Weren't Bob, Bubbles and Fred the Femur yours to?

Title: **Re: Flamebanner: War Footing**
Post by: **Heron TSG** on **September 16, 2011, 12:00:27 pm**

I don't recall Fred, but the other two sound familiar.

Gee, it's been a while.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **September 16, 2011, 12:34:57 pm**

It'll be three years in December...far longer then I expected this to last. I'm going to see this thing through to the end though, whether the game decides to cooperate or not! I've put to much work into planning the finale to stop before we reach it.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **October 18, 2011, 12:44:59 am**

Major Announcement!

I believe the game files are lost to me. My computer got hit bad by some nasty stuff and I had to get a new computer...Not that I'm complaining about that part :)

I can't remember if the Flamebanner save was among the files I managed to get to the Lifeboat file and I know the RAWS weren't so The game side of Flamebanner is likely dead. BUT! I will still be finishing the tale...Had some time during my computerless 2 days to think and came up with some possibly good stuff :D

Title: **Re: Flamebanner: War Footing**
Post by: **defferhead** on **October 19, 2011, 08:28:09 pm**

Thunderclan,

I registered just to tell you that I am about 1/2 way through the Flamebanner saga, and YOU and your followers are one of the main reasons I love Dwarf Fortress. I hope you can keep it up - if not, let us know where we can find more of your mad battle narrative skills in action.

I'm not even sure if I am doing this right - first forum registration ever.

Regards,
Defferhead

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **October 19, 2011, 11:05:04 pm**

Well thank you Deffer, makes me happy that my writing still brings people to the game :)

I plan to keep it up and now that I'm no longer bound to the whims of the game (and it's bugs) I can make this thing grander then I'd planned.

Also I'm going to be posting a list of every Forum Warrior I remember since my notes were among the lost. Let me know if I miss anyone.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **October 19, 2011, 11:27:51 pm**

OK, Not just Forum Warriors... :P

Kanet
Argonnek
Shedim
Sir Nil
Wok
Derek 'Hellbringer'
Tanak Masam
Iton
Wheatly
Bob
Fred the Femur
Bubbles
Sable
Kornash
Speardwarf (Firetower)
G
Hugo
McClay
Vabok
Darth Vader
Nil
Nabreth
Mestthos
Deler
Kivish
Lokum
Oklit
Cerol
Zoden
Tezad
Tekkud
Ahra
Kigok

Title: **Re: Flamebanner: War Footing**
Post by: **Dermonster** on **October 19, 2011, 11:33:07 pm**

If I remember right, I'm the only member of the old order left. That should be a somewhat big plot thing.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **October 20, 2011, 12:49:50 am**

It may very well be one...even more so if you actually survive (Still alot of enemies out there)

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **October 20, 2011, 02:52:37 am**

As the masons put the final touch on their project the throng of Dwarves assembled to watch cheered. The bright sun shimmered off the jeweled symbols that now adorned the top of each gate as well as the Barracks and Dining Halls. Now any lackey of Uktang's that dared set foot on Thunderclan territory would know that the five clans of Warrior Dwarves survived despite their best efforts at Spiderthorn and the clan fortresses...

Thick plumes of smoke filled the air as Goblin soldiers rampaged through Falconmount, slaughtering Dwarves by the dozens as massive boulders pummeled the ancient architecture to rubble. At the head of a bodyguard of Goblins clad in thick black plate strode Uktang himself, sneering at the fallen Dwarves as he walked through the streets of the Dwarven Capital.

As the Demon Lord entered the heart of the fortress his guards surged ahead to strike at the tattered remnants of the enemy army. Ignoring the battle Uktang marched straight into the throne room where Queen Manorspread waited.

"Please." Uktang said casually as he looked at the sword and axe clutched in the Queen's hands. "Your soldiers have fallen like wheat before my host and now it is your turn."

"Armok will prevail." Manorspread said before she charged the Demon. The end came quickly, the Dwarf run through by Uktang's sword even as the Demon's fire melted her armor.

Wiping blood from his weapon he raised his voice in a booming roar that carried throughout the halls of the fallen fortress. As his guards came into the room, some showing off new trophies the Demon turned to address them.

"The reign of Mestthos Manorspread is at an end." Uktang said. "The Dwarven Queen lies dead and soon the rest of the bearded fools will follow."

"What are your orders Master?" One of the Goblins asked.

"Gather the treasure and the prisoners." The Demon ordered. "Once that is done we march South...There is one final task to take care of. Flamebanner will burn and the Warriors of Thunderclan will be destroyed...And with the death of the last Warrior clan Armok himself will have no choice but to beg for his pitiful life."

The Capital has fallen and the Queen is dead! Flamebanner is now alone in the world, the only Dwarven fortress to remain free.

Title: **Re: Flamebanner: War Footing**
Post by: **defferhead** on **October 20, 2011, 09:45:17 am**

I haven't caught up in reading yet to this point, but may I request a dorfing?

"Defferhead" - a dwarf of some sort, preferably.

When I catch up on reading (100 pages of "print layout" to go!), I intend to get involved in writing in-character replies.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **October 20, 2011, 07:57:58 pm**

With the loss of the Capital the remnants of Dwarven society fell apart. Parties of Goblin soldiers roamed the land, capturing any Dwarf, Human or Elf they could find and throwing them into servitude for Uktang's armies. The caravan routes were overrun with teams of skeletons bringing supplies to the gathering host and carting treasure back to Uktang's fortress.

In Flamebanner the loss of fresh supplies was not nearly as bad as it may have been. The standards created by Newb years before had been strictly adhered to and the storerooms were well stocked with food from the greenhouses and breeding center while the Mining Guild delved deeper into the earth to supply the forges and stoneworkers.

Title: **Re: Flamebanner: War Footing**
Post by: **thunderclan** on **October 28, 2011, 03:41:24 am**

Late Spring Year 35

Dozens of Dwarves streamed along the road between the fortress proper and the new Temple of Armok which had finally been completed. Magma glowed brightly within the glass arch marking the entrance to the complex. Inside the massive, gold covered doors the space was lit by magma lanterns placed between statues of Flamebanner's great heroes, all leading up to the statue of Armok. Carved from red felsite and inlaid with dozens of precious gems the masterpiece was terrifying. At the statue's feet sat a simple, gilded wood throne.

With everyone finally seated the ceremony that had brought them out began. Kanet and Shedim led the procession of Warriors, followed by the various Nobles and Guildmasters and finally the Count and his Consort.

"For a year now Flamebanner has stood alone." Kanet began, looking out at the sea of Dwarves as he spoke. "Our Warriors have killed dozens of enemy troops since our civilization collapsed and we will kill hundreds more!"

"With this grand temple we are once more favored by Armok. Today we take the final step." With that Kanet stepped aside to allow the Count to stand before his people. Two priests stepped from the sides, placing gold bracelets on his wrists and presenting him with the sword he would use to strike down his enemies and restore light to the darkness.

"Do you accept the ordeal of power?" One of the priests asked.

"I do."

A third priest stepped up with a gold crown in his hands. "You govern and unify the Dwarven people." Revealed the priest, placing the crown atop the Count's head.

"The time has come to appear in glory." The crown bearer decreed. Preceded by the three priests the Count ascended the steps to the throne where the two Clan Leaders waited with the Countess.

"May Your Majesty rise like a new sun and take his place on the throne of the Dwarves." The Countess said, bowing low.

Kanet stepped forward once more and took a stone tablet from the Countess. "Here are your royal names." The Thunderclan Leader announced in a clear, steady voice.

"Rich in Armies, Powerful in Victories
Chosen of the God of Blood, Powerful in His Rule
Armok-Begot-Him, Son of Fire."

The crowd sat silent, enchanted by the magic of the moment. Shedim traded places with Kanet.

"A Royal Couple rules the Dwarven Kingdom." Shedim said. "Step forward Erith, take your place beside the King as Royal Wife and Queen of the Dwarves."

As the former Countess stepped up beside her husband the lead priest turned to the crowd.

"Dwarves of Flamebanner, I present to you King Imbit and Queen Erith, Rulers of the Dwarven People!" As the echo of the priest's voice faded the gathered mass broke into cheers as the new rulers absorbed the joy of their subjects.

Yeah, first time I've had to do a crowning, luckily my current book gave me some good stuff to work with. Within a couple more updates we will be entering into battle with the enemy. Have at least one more point I want to cover before we reach the battlefield...Something involving a certain pair of dwarfed forum people :P

Title: **Re: Flamebanner: A New King**
Post by: **Heron TSG** on **November 01, 2011, 07:27:13 pm**

Woo, still going! Nothing can stop this thing, even the loss of the fort that started it all.

Heck, I'll take dwarf #5 or whichever I'm on now. Hammerdwarf, forgotten son of Speardwarf. Remained in the capital when Speardwarf's amnesia spell took him on his adventure to Flamebanner. Escaped and is now a refugee come to help defend the last bastion of dwarven might.

Title: **Re: Flamebanner: A New King**
Post by: **thunderclan** on **November 29, 2011, 03:11:09 am**

Early Winter Year 38

3 years after the crowning of King Imbit the fortress of Flamebanner was at it's greatest. The ever present threat of Uktang's army still lingered but the last reports placed the army far from the fort, camped for the last year in one of the many ruined cities.

Under the combined leadership of Kanet and Shedim the defenses were strengthened with several old plans finally put into action. Now tunnel networks connected the fortress proper with the guard house at the Flaming Wall as well as the newly restored Northern Outpost. The old ballista emplacements were torn out as the structure was reinforced and upgraded with new creations made by the Engineer's Guild.

The Warriors themselves had not been resting while this happened though, The Shadowclan survivors had blended well into Flamebanner society to the point that several new recruits had chosen to be taught the Shadowclan way of fighting. Many new recruits had restored the ranks of the army and the barracks had been expanded several times to accomadate them all. A fair number of these new soldiers came from the two biggest families in the fortress. That of the King and Queen and that of Kanet Fireshield and Argonnek.

The wedding of the two battle-hardened Warriors in Summer of Year 36 had been the talk of the fortress for months and numerous images of the event adorned the walls. Those that knew the couple well were pleased that the long-time lovers had finally wed...

Title: **Re: Flamebanner: A New King**
Post by: **thunderclan** on **November 29, 2011, 03:31:24 am**

Mid Spring Year 40

"They come Your Majesty." The scout Atwin reported, kneeled at the foot of the King's throne. "Uktang's army is only a matter of days from our borders. Goblins, Undead, Kobolds, Vampires and many others have been spotted in their ranks and the Demon himself leads them."

"Then the time has come at last." King Imbit siad, one hand dropping to the hilt of his sword.

"Kanet, tell the forges to step up production and the engineers to check that our siege equipment is in working order. Argonnek, Make sure every Warrior is fully equipped and knows their squad assignment. Shedim, go to the Medicine Dwarves and tell them to be ready to treat the wounded." With his orders given the King rose from his throne and left the room as the trio of Dwarves hurried off on their assignments...

"My people! The time of battle approaches at last! Your training will soon be put into effect as we engage our enemies! Prepare yourselves to march!" The voice boomed, silencing all others...

The time has finally come, The Battle for Flamebanner will soon begin. Any last minute Dwarf requests should be made ASAP! Also if anyone wishes to do a post from their Dwarf's perspective do it quick.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **EddyP** on **November 29, 2011, 04:51:30 am**

I'll have any military dwarf you care to give me (preferably Swordsdwarf)

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **November 30, 2011, 04:00:39 pm**

You're in (It's much easier to Dwarf people when I don't have to actually find a Dwarf to match the request.)

Also in case anyone is curious how I'm going to do this without a fortress and still keep it (hopefully!) interesting. I'm NOT going to write from the best possible outcome. Major points such as the fate of the major characters will be left to random chance. I promise that if a major character is marked for death I will do my best to make it as dramatic as possible and not take the cheap 'you get stabbed in the face with a spear and die' approach.

This is the big one though, every enemy will be present, epic battles will ensue, dwarves will die and surprises will spring up. When the dust settles Flamebanner will either have weathered the storm or lie in ruins.

To give you an idea of the scale: Figure that since I no longer need to actually train fighters that we'll have around 70 trained fighting Dwarves. Now remember the Spiderthorn side-story and realize those numbers will be coming to Flamebanner now. Figure 10-20 THOUSAND+ enemies and you'll have a rough idea of the odds. The numbers aren't set in stone yet...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **elwessweettea** on **November 30, 2011, 04:49:15 pm**

Nooo! Another 40d storyfort isn't being played anymore!

Does that make 0 or 1 left?

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **November 30, 2011, 06:05:43 pm**

At least I didn't just break off the story when the fort files were lost. I'm still as determined as ever to finish it off properly, like I planned back at the beginning...sort of.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Argonnek** on **November 30, 2011, 06:20:31 pm**

Quote from: elwessweettea on November 30, 2011, 04:49:15 pm

Nooo! Another 40d storyfort isn't being played anymore!

Does that make 0 or 1 left?

There are three left that I'm aware of. Halltraded (<http://www.bay12forums.com/smf/index.php?topic=22236.0>), Migrursut (<http://www.bay12forums.com/smf/index.php?topic=19239.0>), and Blockedlance (<http://www.bay12forums.com/smf/index.php?topic=28365.0>).

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 01, 2011, 08:03:58 pm**

Ok, I don't have the time to go through 101 pages to find the answer so hopefully the readers will be able to help out. What was the name of the Warrior who managed to survive without a throat??? ???

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **December 01, 2011, 08:09:42 pm**

Oh shit, yeah I remember that. That was a thing that actually happened.

I dunno who though. 's been so long.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **December 01, 2011, 09:48:20 pm**

You're fantastic, Thunderclan.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 02, 2011, 03:44:31 am**

Working on squads and weapons at the moment. Have to make sure I know who is wielding what and who they fight alongside. Got one or two little surprises for the Dwarf side that could be good too. :P

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 02, 2011, 01:38:40 pm**

Currently at 7 squads, going to have at least 8 once I figure out where Argonnek will be...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 03, 2011, 01:05:34 am**

Ok so my numbers are WAY off. Combined with our allies we currently have **14!** defending Flamebanner. 3 of them don't even have squad captains yet. So far Derek, Kanet, Argonnek and Sable are each leading their own squad and I've given each squad it's own name more so I can keep track of them then anything else.

As an example Derek will be leading the Decapitators which will be made up of several other soldiers who follow Derek's style though minus the double sword, I thought Derek should have something to set him apart equipment wise and that something is his dual swords which ensures the maximum amount of beheading :)

I may or may not decide to create a couple new artifacts for the finale as well. With the numbers involved having just Flamequill and Chasmshield (the only two I can actually remember) seems like way too little in the awesome gear department. I don't think another 2-3 interesting pieces would be overkill...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 03, 2011, 10:46:56 pm**

Darth Vader, Hammerdwarf, G, Eddy and Zaneg Sodelberul have officially been added to the squads. Barbarossa, I think you might enjoy the spot I chose for Zaneg. He has some interesting weapons...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 05, 2011, 03:50:38 pm**

As the Warriors spread the King's orders the Dwarves rushed into action. Engineers swarmed over the various siege emplacements, checking the deadly machines and replacing faulty pieces with new ones and doing last minute adjustments while haulers brought stacks of ballista bolts and huge rocks to the stockpiles beside each machine.

In the Great Forgeworks the Metalworkers labored for hours building new weapons and sharpening the old. During this time of increased activity it was only natural that some of the smiths would be possessed and guided in the creation of powerful new weapons. These were handed over to Kanet for distribution as he saw fit.

Pushing open the doors of the Warriors dining hall Kanet found the squad captains already deep in conversation at their table. The soldiers had retreated to the Barracks to give their leaders the privacy to discuss the coming battle.

"The smiths have done their work well and our troops are better equipped then ever before." Kanet told his friends as he poured sunshine into a tankard and took his seat. "Are our Warriors ready?" He asked after taking a long drink of the rare beverage.

"Flame Squad is eager to fight." Sable reported without looking up from her axe, which flicked briefly as she sharpened the blades. "G and the others have been practicing almost nonstop."

"My pets are ready to taste Goblin blood." Unesh growled as several of his wolves looked up at their master's voice. "The other Beastmasters will be ready as well."

"My Decapitators are always ready." Derek said "A number of our enemies will find themselves missing their heads before long."

"Thirrin?" Kanet asked as the young Dwarf stroked the fur of the massive white tiger lounging beside her chair.

"We'll be ready." She assured her Leader. "Uktang will be in for a nasty surprise." She added with a cold smile.

Continued conversation was halted as the doors opened again and a Dwarf wearing blood red robes entered the room. "Apoligies for my lateness. The King required our presence." He said as he sank into a chair beside Argonnek.

"Othmar no disrespect but this meeting is for Warriors, not priests." Sable said, replacing her sharpened axe in it's sheath.

"There is no difference between the two where Armok is concerned." Othmar said, laying a mace that was the same color as his robes on the table. "The Priests of Armok are trained and ready to fight."

"We will not turn down extra hands." Kanet decided. "We will be outnumbered enough as it is."

Nodding his head in thanks Othmar settled back in his chair as the conversation returned to battle plans...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 05, 2011, 04:38:47 pm**

Moving quietly along the corridor that housed the quarters of Flamebanner's great Warriors and hidden by both the shadows and the dark cloak he wore a figure paused outside the door that led to Kanet and Argonnek's quarters.

Knowing that the murders he would carry out tonight would rob the fortress of most of it's leadership and allow Uktang to tear the remaining Dwarves to pieces before rewarding his servants drove the assassin onward.

Inside the room he paused once more, scanning the room to be sure that neither of his targets had left. He sighed in relief as he spotted the pair of them sleeping deeply across the room.

Crossing the room was a time-consuming thing as there were several traps strewn about to catch the unwary. Fortunately with the aid of one of his fellows he had learned the location of all of them and was able to avoid any trouble as he crossed to the bed.

Drawing the goblin made dagger his contact had given him the murderer stepped forward, ready to plunge the blade into the body of Thunderclan's Leader when he heard a click where no click should have been.

Eyes darting wildly around the room as he followed the sounds of gears whirring along the floor, up one wall and across the ceiling the figure prepared to dodge whatever trap he had accidentally activated.

He was unprepared for the sight of a piece of the ceiling dropping down to reveal a crossbow with a bolt already loaded and a chain of bolts vanishing back into the hole. He managed a single step backwards before the weapon opened fire, shooting bolts with incredible accuracy into his legs and pinning his cloak to the floor as he gave an unstoppable scream of pain.

Barely a minute had passed before the weapon ceased fire and vanished back into the ceiling as several torches burst into life and he found himself staring out of his shadowy cloak at the Dwarves he was supposed to kill. Kanet and Argonnek were pointing loaded crossbows at his head as they stepped closer.

"I had so hoped the spies had been killed off." Kanet said sadly. "I suppose it was too much to hope for."

"You knew their were spies in the fort?" The assassin asked, shocked.

"Of course we knew. Ever since Mothwing told us that Firetower had been poisoned before his death." Argonnek said.

"And now let's see who our friend is." Kanet said, drawing his sword and using the tip to push the figure's hood back and revealing the face of Wheatly.

"So you don't die tonight. You'll still die when my master arrives and his army crushes you." The Marksdwarf sneered.

"That may be but at least we'll go into battle knowing there won't be anyone trying to stab us in the back you traitor." Argonnek hissed, using all her willpower to stop herself from planting a bolt in Wheatly's face.

"Indeed my dear, now I think it's time for Wheatly to have a long chat with our friend with the big hammer." Kanet said, lifting the injured Dwarf to his feet and stripping him of weapons before marching him out the door at crossbow point...

And thus the traitors make themselves known...and fail to do anything more to harm the fortress. Also the introduction of the automated crossbow turret.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Argonnek** on **December 05, 2011, 05:47:10 pm**

Awesome.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 05, 2011, 10:51:14 pm**

I finally finished sorting out the armies for Flamebanner and Uktang. Provided I continue to have good inspiration I'll hopefully begin the battle itself by the end of the week :D

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 05, 2011, 11:05:40 pm**

"The traitor didn't hold out long." Argonnek said as she entered the Barracks. "After the Hammerer finished interrogating him Wheatly gave up the names of all his fellow traitors, including a member of the Engineering Guild and one of the Medicine Dwarves."

"Good, make sure they are all rounded up and placed under guard." Kanet ordered...

"Dwarves of Flamebanner!" Kanet said, raising his voice so all could hear him. "Our enemies are mere days from our borders and we all fear the coming battle against the Demon and his allies. But there were those among us who were prepared to murder loyal Dwarves in order to ensure the doom of our people!

Raising a hand to quiet the shouts of shock and outrage that rose from the crowd Kanet paused for a moment before continuing. "These traitors have been unmasked and apprehended and on the orders of King Imbit have been executed for their crimes. Armok will be their judge."

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 06, 2011, 02:03:18 pm**

Mid Spring Year 40

As the sound of the alarm bells ringing echoed throughout the fortress the Warriors strapped on armor, slid weapons into sheathes and slung shields onto backs before rushing to their positions on the walls. From their they could see the enemy scouts appear followed by the full might of Uktang's army.

Goblin footsoldiers and cavalry led the way, marching in a wide band with the skeletal army of the wizards behind them, similarly equipped but with their cavalry mounted on steeds as bony as they were. The smaller members of the Kobold Army were off to one side and a massive pack of wolves on the other.

Behind the orderly lines came the horde that was the Vlaugh's Servants. Thousands of the hooded creatures moved among Trolls, Giant, Minotaurs and more while the skies darkened, light fractured by the beating wings of tens of thousands of bats and stingtails. The larger bats that were really Vampires were hard to pinpoint among so many creatures but Kanet was sure they were there.

At last, after what seemed like an eternity the Demon Lord himself came into view and the sight left many of the watchers pale with fear. The Demon himself carried a massive sword but behind him came more horrors. Elemental spirits of fire and earth floated alongside Imps and all manner of Demons. Further back came a small army of Dwarves, Elves and Humans...the results of years and years of Goblins snatching children.

Unexpectedly the Demon did not order his troops to attack right away, instead staying just outside the range of Dwarven weapons and

having his people set up camp. Obviously he was taking no chances and was settling in for a siege on the last Dwarven fortress in the world...

It's begun, Uktang has crossed our border with his army. Soon I'll begin battle-writing, still working on the timing of certain things such as the big thing and a little thing I remembered Derek requesting...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 13, 2011, 11:09:45 pm**

"FIRE!" The engineer shouted to his companions as several small groups of Servants rushed the Southern Wall. As one the teams fired their catapults, sending massive boulders arcing through the air to crush the hooded figures and leave great dents in the ground. The small attacks had been coming all morning as the enemy probed the defences.

Thanks to the adjustments and modifications made to the siege engines, Uktang had been given a rude surprise as boulders flung at the greatest possible angle crashed down along the edges of his camp, reducing several tents to rubble and sending the Kobolds camped there into a panic that had been quickly quelled by Undead swords.

Kanet knew the probes would not last forever though. Soon enough the enemy would unleash the full might of his host against the Dwarves and the real battle would begin...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 14, 2011, 05:19:55 pm**

General Uzet stalked away to the command tent, disgusted with the results of the army's probing attacks. As he entered the Goblin saw the other leaders already discussing the situation.

"This waiting is pointless." Silverthorne was saying as Uzet took a seat. "We could remove that shoddy little den in an afternoon and make servants of these proud dolts."

"Yes, my people are hungry for blood and battle." Saingur added in a low voice.

"What is there to fear here?" Gorcha asked in a mocking tone. "The Dwarves greatest armies could not do more then slow us down before we trampled them into the earth. Now we sit staring at the walls of their final bastion and do nothi..."

"Do you imply that I have reason to fear these dwarves or their god?" Uktang asked as the Kobold wrote in the Demon's grip. "We wait because I order it. We wait because Kaloh's greatest wizards are preparing a surprise for the Dwarves..."

He paused as the wizard appeared at the flap of the tent. He nodded once at the Demon before vanishing to the side.

"Ah, they are ready. Witness the one who will bring death to the Dwarves." Uktang said as Kaloh reappeared and held the flap open. Armor reflecting the torchlight and twin swords sheathed at his sides the Dwarf entered and knealt before the Demon.

"Derek "Hellbringer" at your service my lord..."

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Argonnek** on **December 14, 2011, 10:33:06 pm**

Bah. Only wussies would resort to magical tricks. I don't fear them.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **December 14, 2011, 11:05:05 pm**

... Eh?
Oh.
OH!
...Eh?

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **December 15, 2011, 01:38:43 am**

Quote from: dermonster on December 14, 2011, 11:05:05 pm

... Eh?
Oh.
OH!
...Eh?

All will be revealed...at some point :D

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **January 18, 2012, 02:01:51 am**

I continue to wait in suspense.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **January 27, 2012, 10:10:32 pm**

Apoligies all, I really need to stop getting distracted by stuff...I'm just so easily distracted!

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Argonnek** on **January 27, 2012, 10:37:39 pm**

Quote from: thunderclan on January 27, 2012, 10:10:32 pm

Apoligies all, I really need to stop getting distracted by stuff...I'm just so easily distracted!

Don't worry, it happens to the- OOH! SHINY!

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **February 04, 2012, 02:25:58 am**

"Look out!" Kigok shouted as he pushed one of his squadmates aside and dove backwards as a boulder sailed overhead to crash through the roof of one of the greenhouses. Several more rocks overshot the walls to land among the buildings.

Springing to his feet Kigok peppered the enemy with a round of bolts before dropping back into cover behind the masonry. As he reloaded and enjoyed the sounds of the enemy screaming as his shots impacted the Marksman glanced out over the damage the surface buildings had taken. Most of the damage was minor though Orwen's glass tower had taken a direct hit and not even the masterful work of Legolord could stand up. Only hasty reinforcements from the Masons had prevented the structure from collapsing entirely.

Kanet ducked into a roll as the skeleton's sword cut the air above his head, regaining his footing behind the creature and planting his dagger in the back of it's bleached skull. Around him the rest of Thunder Squad fought bravely against the enemy force that was trying to take the Northern Outpost. Hammerdwarf was nearly inviable within a cloud of bone dust that had risen as his twin warhammers slammed into skeletons with crushing force.

The young Dwarf who chose to go by the name Darth Vader was chasing a retreating group of Kobolds, cutting the cowardly vermin to pieces with his sword and leaving his black armor spattered with blood. Hugo and Ahra fought back to back, their axes severing limbs and tearing through armor like cloth. A deep rumble shook the battlefield as a dozen Goblin soldiers vanished screaming into a chasm that opened beneath their feet and closed just as fast.

Raising his sword Thunderclan's Leader charged into a mass of chittering Servants, sweeping through their flimsy hide as their fangs and claws broke against his armor. A brief movement in the corner of his eye was the only warning he had of the volley of bolts hurtling toward him, raising his shield to block the projectiles as several of the expendable Servants became pincusions around him.

The tide of battle parted as the archer stalked over the grass. Moving on four spindly legs like a bug the creatures upper half was more humanoid, including the quartet of arms that each held a crossbow. Flipping the arrow-riddled shield onto his back Kanet gripped his sword with both hands and charged, zigzaging slightly to throw off the creature's aim.

Closing the distance the Dwarf leapt forward, swinging wildly as he sailed past and leaving a deep gash in the beast's side. Howling with pain the thing turned in time to get a sword driven into it's armored hide. The hilt was torn out of Kanet's hands as the creature flailed backwards. Cursing he quickly drew his mace and leapt forward again, taking a single bolt to the hip before he could get close enough to bash the archer's head with the mace.

Shattering one arm and snatching the crossbow from it, Kanet planted a bolt in the thing's face as his sword finally did it's job. The chunks of magno embedded in the hilt sparking with electricity that then arced up the blade and into the archer's body. The Servant collapsed in agony as the powerful gems sent more lightning into him.

As the beast slumped in death Kanet tugged his sword out, watching as the stones light softened to a very pale glow...

New artifact sword, don't have a name for it but I felt that Kanet should have at least one artifact weapon in his personal armory :)

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **February 19, 2012, 03:36:07 am**

I'm a bit late, but that's pretty rad.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **February 20, 2012, 09:37:32 pm**

Please, at the rate I update you might have been late sometime in March :D

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **March 31, 2012, 09:06:02 pm**

Ok, I'm just disgusted with myself now, no excuse for leaving this sit for so long.

Updates will resume TONIGHT! And this story will reach whatever conclusion it comes to no later then the end of April!

I just hope one or two of you guys are still with me...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **March 31, 2012, 09:15:49 pm**

waves

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **March 31, 2012, 10:51:16 pm**

“What are they doing?” Kanet asked as he reached the top of the wall and came to a halt beside one of the Engineers, who was keeping an eye on the enemy camp with a telescope.

“Looks like they are preparing for something big, their smiths have been sharpening weapons all morning so I would expect the next fight to come soon.” The Dwarf replied, never taking his eye from the lens.

“You think it will be another test of our defenses?” Kanet inquired.

“Nay, I doubt the demon is patient enough to wait much longer. And with us being the last of our kind I imagine his troops won’t be willing to wait either. This will be a big one...”

The words of the Engineer proved true. As the light began to dim and the torches were lit along the walls horns sounded throughout the enemy camp. The Warriors were already in position along the walls or in the courtyard and were able to watch the enemy’s movements.

A column of Goblin infantry marched out of the camp, taking up position a few yards out and raising their shields against any flying bolts. Behind these lines engineers wheeled catapults into place, a light glow revealing the magic within the engines.

Finally, leading a squad of black armored Goblins came the leader of the assault. A Dwarf clad neck to toe in thick steel plate. More magic could be seen in the designs engraved into the metal. Instead of the weapon and shield combo his squad favored the Dwarf wore a pair of swords on his waist. But it was the soldier’s face that sent murmurs along the walls. It appeared that Thunderclan’s renowned Decapitator had turned traitor.

Kanet swung around to inspect the faces of those in the courtyard. Spotting the Decapitator squad clustered around Derek the Leader breathed a sigh of relief and waved him over. The joy on the Dwarf’s face at the prospect of a great battle melted away as he laid eyes on the impostor on the ground. Anger replaced the joy as without a word Derek shoved past Kanet and leapt from the wall, rolling as he hit the ground and coming to his feet.

The impostor laughed as the furious Dwarf stalked across the grass towards him. “Ah, Derek. So nice of you to walk into our trap without any trouble.” The impostor said with a cruel smile.

“You impersonate me to draw me into a fight.” Derek said, tilting his head thoughtfully to one side. “You must be one of the less intelligent members of this army.”

“Please, even a warrior such as yourself has no chance against my forces. Surrender and perhaps Uktang will allow you a quick death.” The doppleganger said with a laugh.

“Hmmm. You could be right.” Derek said, worry obvious in his voice. A second later three of the impostor’s squad crumpled to the ground without even a peep, a dagger lodged cleanly in each Goblin’s throat. “However.” Derek said, lowering the hand that had thrown the daggers. “It should be fun to find out.”

With a wild grin the Decapitator drew his twin blades, the multitude of gems in each weapon catching the light of the torches. “Let’s find out who is the stronger here!” He shouted before charging at the stunned Goblins, leaping into the air and diving swords first into their midst, cutting down a pair of pikegobs as he landed...

I believe a couple hundred Goblins and a magically created version of himself should be good odds for our favorite Decapitator, don't you think? :P

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **March 31, 2012, 11:12:00 pm**

The last of the old guard facing off against an evil version of himself?

Yes... this will do nicely...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **March 31, 2012, 11:15:57 pm**

Well you did request such a thing I do believe :)

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **March 31, 2012, 11:17:51 pm**

It's been a year or two, I have no idea what the hell anyone did anymore.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **March 31, 2012, 11:18:14 pm**

As the Pikegobs fell dead the rest of the column regained their sense and closed in. Laughing with wild pleasure the Thunderclan Warrior launched himself at the nearest enemy, swinging one sword at the soldier’s head and sliding the other into his belly as the Goblin raised his shield to block the first sword. Flinging the dying greenskin over his head and into it’s fellows Derek continued wading into the middle of the Goblin line, cutting through armor and removing limbs.

Derek only paused once, to glare at the walls as a bolt embedded itself in an axegobs forehead. “Stay out of this Kanet! This is my fight!” He shouted as he decapitated another swordgob. The grass was quickly becoming slippery from all the goblin blood being spilled and Derek used this to his advantage, sliding across the wet ground and cutting down another dozen Goblin soldiers before he lost momentum.

Those on the wall watched silently, crossbows set aside after Derek’s angry shout. They simply watched as one of their own tore through the largest force any lone Dwarf had ever faced. As the decidedly one sided battle continued light cheers broke out every time a Goblin head went flying and soon the whole group were cheering on their brother in arms.

At least a hundred green skinned soldiers had fallen to the whirling blades of the Hellbringer and the survivors were starting to panic, several breaking away as the blood soaked Dwarf charged through the dwindling lines.

Those that fled fared little better as they found themselves cut down by the blades of the doppleganger’s soldiers, who had broken into small groups and begun to close in around the Dwarf, still confident in their leader’s belief that they could kill this giant thorn in the side of the Goblin people...

Yes, I am downplaying the fight with the Goblin infantry, since really they are nothing but sword fodder here. The real battle focus will be with the Doppleganger and his squad.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **March 31, 2012, 11:18:40 pm**

Quote from: dermonster on March 31, 2012, 11:17:51 pm
It's been a year or two, I have no idea what the hell anyone did anymore.

But I do, and that's the important part I would say.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 01, 2012, 12:34:21 am**

I swear if I didn't know better I'd think Derek was Armok himself. I really did not expect him to survive all that but he did. :o :o

By the time he noticed the net closing around him it was too late. The black armored Goblins had closed ranks, trapping the few survivors of the infantry column to be slaughtered. Derek’s evil doppleganger stood just outside the ring. “Congratulations on wasting your time with the expendable infantry. But now you really must die.” The imposter said before nodding to the Goblins.

Grinning cruel grins at each other they charged as one, screaming and raising weapons. Derek sheathed one sword and reached into one of his belt pouches to pull out a trio of round iron balls. Tossing them to one side he redrew his sword and clashed with the first swordgob

as the intricate gears within the balls began turning, opening up the balls and turning the easily stored spheres into mechanical spiders that skittered into battle on Derek’s flank, climbing up Goblin legs and biting with sharp metal fangs before jumping to another target.

The poison quickly brought the bitten to their knees, killing more than half the heavily armored foes before the spiders were cut and smashed apart.

Meanwhile Derek had fought through the remainder of his doppelganger’s squad and as he wiped some blood from his face he enjoyed the expression of shock on the imposter’s face. Roaring in anger the fake Derek drew his own twin blades and charged.

The quartet of blades met in midair, crashing together again and again. The magic embedded in the doppelganger’s blades was strong and Derek found himself shoved back. The veteran Warrior’s eyes narrowed as he realized that he had at last found a foe truly worthy of him.

The fake Derek charged again and Derek met him, slapping one blade aside and rolling under the second before he cut upward, cutting scratches in the engraved armor. The designs glowed briefly before the scratches closed. Swinging his foot into Derek’s chest the imposter sent him rolling back and followed up with a sword to the Warrior’s leg, sword cutting through one of the battle scenes engraved on the armor, beheading a couple of beautifully detailed skeletons as the blade went deeper, biting into flesh.

Derek screamed and in fury sent one sword swinging into the side of his twin’s head, dazing him long enough for Derek to struggle to his feet, though it was obvious that putting too much weight on his injured leg would put him right back on the ground.

“You really think Kaloh didn’t prepare for this fight?” The imposter sneered. “Thanks to our spies we learned all we needed to know about your fighting style. This armor will heal even the worst of injuries and allow me to continue the fight. I don’t believe you can say the same and with your leg injured I think your part in this war is over.”

“True, I certainly can’t move very well now but I bet your head will still become part of my vast collection.” Derek replied, using one sword as a temporary crutch.

“Brave words from a doomed Dwarf.” The faux Derek responded. “Just for the sake of knowing, what makes you think you could possibly kill me now?”

“Not simply kill, decapitate.” Derek corrected. “And I believe I can because I do not restrict myself to simply swinging a sword, I work on my marksmanship with Argonnek on a regular basis.”

“And I’m afraid that training will do you no good without a cros...” The doppelganger’s words broke off as a length of dwarf forged steel slammed into his bare neck, cutting straight through and leaving the impostor with a shocked expression locked on his face as his swords clattered to the ground. The second sword tore through the magical armor, the engravings flaring briefly to life before fading. The impact sent the faux Derek staggering back and finally falling to the ground at which point his head rolled away and Derek’s sword fell beside it.

“I never said I learned with a crossbow.” Derek said as he staggered over to examine the results of his work. Seeing that his aim had been perfect he stooped to pick up the head and look into its shocked eyes. “Let’s see you heal that.” Derek said before falling to the ground, his weakened leg finally giving out on him.

Both sides erupted with noise as they watched the seemingly impossible decapitation of the doppelganger. Cheers rose from the walls of Flamebanner and shouted orders from Uktang’s camp ordered the siege engines to commence firing. As boulders sailed into the air a force of Kobolds mounted up and rode out, intending to collect the injured Dwarf.

Kanet saw this and knew the time had come to spring their surprise on the enemy. Turning to the courtyard he shouted to the Dwarves gathered below. “Thirrin! Go get Derek!”

With a crash of wood hitting stone the gates of Flamebanner burst open and the Warrior Thirrin rode out on her massive white tiger. Behind her rode twenty Dwarves mounted on their own tigers. Armed with spear and sword the Thunderclan cavalry were a terrifying sight.

Thundering across the grass Thirrin shouted orders and spears were lowered. The impact with the Kobold riders was brief and bloody. The brown skinned vermin were run through by spears or cut down by swinging swords. The strange beasts they rode proving no match for the powerful tigers. As the surviving and riderless beasts ran away Thirrin’s mount slid to a halt beside Derek and the Warrior slid to the ground, picking up the unconscious Dwarf and slinging him over the feline’s back. Then she turned to collect Derek’s swords as well as those of the doppelganger. Finally she grabbed the severed head that had dropped from Derek’s hand.

Mounting up she led her riders back into the safety of the fortress, where she turned Derek over to the Medicine Dwarves while the wall mounted siege equipment and Marksmen fought the Goblin crews on the ground...

Yes, Derek did just decapitate someone with a THROWN SWORD! Seemed like something Derek would learn.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **April 01, 2012, 12:38:24 am**

Kinda regret not naming him my now-iconic 'Derm' name.

Though it is kinda a synonym for apocalyptic disaster now, so who knows.

In other news HELL YEAH!

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 01, 2012, 12:42:28 am**

I think the name Derek is doing just fine at causing apocalyptic disaster, at least for the enemy :)

We're going deep into battle next update. The BIG EVENT that I've been planning almost since the beginning is nearly upon us.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Argonnek** on **April 01, 2012, 01:37:58 am**

It lives! It is comforting to know that Argonnek still stands against the green scum that populates the overlands.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 01, 2012, 01:43:24 am**

and the brown scum and the white scum and the scum thats on fire...and all the other varieties of scum :D

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **April 01, 2012, 11:18:20 am**

Hurrah! A great way to start up again.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 01, 2012, 02:20:01 pm**

As the last of the magically enhanced catapults was crushed under a large boulder, the surviving members of the siege crews fled back to their camp as the Dwarves celebrated another victory. But the battle had cost them dearly.

As Kanet came down from the walls he saw some civilians hauling the boulders away while others helped the wounded inside to the Medicine Dwarves or brought the dead to the pavilion so that the names could be noted in the records before they were brought to their tombs.

Looking back at the walls, Kanet could see the vast web of cracks running along large parts of the stonework. The masons had reinforced those areas as best they could but the Thunderclan Leader knew that another attack would likely bring the walls crashing down. Unwanted images came to his head, visions of Flamebanner burning as it collapsed into ruins, the Dwarves made slaves to the vile Goblins and their multitude of allies.

Shaking his head to clear such dark thoughts from his mind he headed inside to check on the wounded. As he entered the Hospital he was almost run down by a Medicine Apprentice carrying a pile of bandages. Too many beds were occupied by Dwarves groaning in pain or lying ominously silent. Working his way through to Derek's bed he found his friend still unconscious while a Medicine Dwarf tried to patch up his wounded leg.

"It does not look good." The medic said as she sensed Kanet's presence. "That impostor nearly severed his leg and he has lost a lot of blood."

"Do what you can to get him back on his feet. I believe our final stand draws near." Kanet said as he walked away...

Later that night, as the Warrior lay with his leg cocooned within a thick layer of cloth a gold glow settled over him. "It is not yet time for you to join me Derek." The voice of Armok whispered, penetrating into the Warrior's mind.

"The final battle is upon us and Flamebanner will need every Warrior if you are to withstand the might of Uktang's host." The voice said as both it and the glow faded, and the bandages fell away in a smoking heap, revealing the newly healed leg of the Decapitator. If he had been conscious Derek would have seen the new image seared into his breastplate, showing the great victory and masterful decapitating of the doppelganger.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 01, 2012, 06:58:06 pm**

The atmosphere inside the command tent was tense as the varied leaders sat watching Uktang pace. "You said that your doppelganger would kill him!" He shouted at Kaloh, who staggered back a step from the furious demon lord but made no other moves.

"My lord, We could not have foreseen the Dwarf's survival. We did not see any way a single soldier could possibly stand up to 300 Goblin soldiers, no matter how skilled." Kaloh replied.

"And yet he did!" The demon shouted. "I have had enough of your so called brilliant plans Kaloh. In the morning we throw everything at the walls and once they crumble we crush every stone of this fortress."

"But my lord!" Kaloh said, mindful of the risks involved in interrupting. "We have one more trick up our sleeves. One final soldier to add to your host. But we need time to complete the spells."

Uktang locked eyes with the wizard for a long moment and Kaloh worried that he was about to become a small pile of ash when the demon turned away. "You have one day Kaloh, no more." Uktang growled as he stormed out of the tent.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 01, 2012, 11:39:50 pm**

The brief lull in fighting proved useful to the Dwarves as it allowed the wounded precious time to recover. High Priest Othmar had declared Derek's sudden recovery to be a sign of Armok's favor though the Dwarves were just happy to see one of their great soldiers up and moving. The head of the doppelganger had been mounted on the trophy wall in Derek's quarters.

Sentries on the walls could see that the enemy was preparing for battle once more though and so the halls were filled with rushing bodies as smiths labored over the forges and Warriors checked and rechecked their gear. A sizable chunk was taken out of the alcohol supplies as no one wished to face the approaching battle while sober.

Kanet, Argonnek and Shedim made the rounds, bolstering the spirits of their soldiers even as they worried about what would come next...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **April 02, 2012, 01:19:12 am**

Probably a wee bit disturbing to have your own head staring at you from your mantle, but there's no accounting for taste.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 02, 2012, 02:11:53 am**

The morning light revealed the full might of Flamebanner's army arrayed on the field between Uktang's camp and the fortress walls. At the center of the Dwarven lines stood King Imbit, great sword sheathed on his back and his personal guardsmen standing ready behind him.

Kanet and Thunder Squad stood to the King's right, the Thunderclan Leader's vast personal armory clinking together as he shifted. Farther on, Derek stood at the head of the Decapitators, ready to pay Uktang back for his injuries.

Argonnek's Rangers were arrayed just past Derek's men. The Crossbow Master wearing a dozen quivers of her strange and varied bolts as well as her own armory worth of other weapons. Thirrin and her Tiger Riders guarded the army's right flank. Though they were not yet mounted every Dwarf knew that they would be battle-ready in mere seconds.

To the King's left stood Shadow Squad, led by Shedim and filled by soldiers trained in the stealthy ways of Shadowclan and armed with sword and crossbow. Though they couldn't see her face within her hooded cloak her men could tell she was locked on the enemy camp, ready to avenge all the lives lost at Spiderthorn.

Sable's Flame Squad and the Warrior Priests made up the remainder of the Dwarven lines, with the members of Beast Squad protecting the left flank through a combination of mace and vicious war animals. Behind all these trained fighters stood ranks of civilians, all armed and armored and ready to aid the battle. Further back, directly against the walls the Medicine Dwarves had set up their gear, ready as they could be to handle the wounded that would soon be coming in.

"Dwarves of Flamebanner." Kanet said, stepping out from the ranks and turning to address the army. "For decades the vile Goblins and their growing collection of allies have waged war on the world, killing, looting and enslaving Human, Elf and Dwarf alike in their pursuit of

power. Even the most peaceful village razed to the ground as they seek our complete destruction."

"Today, we stand as the last of our people, the last free Dwarven fortress. We have endured great loss throughout the years but have always come back stronger. Helmthundered, Spiderthorn and dozens of others have fallen but Flamebanner remains strong. With our new friends from Shadowclan we will drive the enemies of Flamebanner back to their pits and tombs and caves, and even Uktang himself shall fall before us."

Kanet's great speech was interrupted by the sound of horns blowing in the enemy camp, this time announcing the movements of every single creature under the Demon Lord's command. Rank upon rank of enemy soldiers marched into positions just outside their camp. The skies blackened with vast swarms of Stingtails and bats.

"The enemy has come." Kanet continued, drawing his magno decorated sword and listening to the sound of weapons being drawn all along the line. "Do your ancestors proud today. For Flamebanner!" His shout was taken up by every Dwarf until it rose to a deafening crescendo.

"Powerful words. Let us hope we can do them justice." A voice said from behind Kanet. As he turned to address the speaker his eyes widened in shock. A Dwarf stood before him, clad in bright golden armor and emblazoned with a symbol that few of those gathered would recognize.

It was not a symbol Kanet would ever forget though, the symbol of the Dwarf who had saved his life at the cost of his own so many years ago.

"Fireheart." Kanet said, as whispers swept through the Dwarven lines...

This will be the time if anyone wishes to post the thoughts of their Dwarves. Might be the last chance you get depending on how things go.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 02, 2012, 02:12:44 am**

Considering how much of Derek's decor involves the heads of his enemies I imagine he would be used to it by now.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 02, 2012, 02:13:37 am**

Tomorrow I will post the squad list so everyone can see where their Dwarves are fighting and how they have been armed.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 02, 2012, 02:42:03 pm**

Here is the squad list, in story terms there are more but I didn't really feel like listing tons of Dwarves just for the heck of it. So I did everyone I could remember and all the claimed Dwarves.

Flame Squad

Sable (Wielder of Flamequill) Artifact Axe Flamequill
G (Warrior) Axe
McClay (Warrior) Sword
Nil (Warrior) Axe
Urist (Warrior) Hammer

Shadow Squad

Shedim (Shadowclan Leader) Crossbow, Short Sword
Eddy (Warrior) Sword
Mestthos (Warrior) Crossbow, Sword
Nabreth (Warrior) Crossbow, Sword

Thunder Squad

Kanet Fireshield (Thunderclan Leader, Weaponmaster) All Weapons
Hammerdwarf (Warrior) Twin Hammers
Darth Vader (Warrior) Sword
Ahra (Warrior) Axe
Hugo (Warrior) Axe, Artifact Shield Chasmshield

Beast Squad

Unesh the Jackal (Wolf Beastmaster) Mace
Zaneg Sodelberul (Leopard Beastmaster) Mace

Tiger Riders

Thirrin (Rider of Tharaman) Sword and Shield
Pai (Rider) Sword, Spear
Seqen (Rider) Sword, Spear
Nefer (Rider) Sword, Spear
Vabok (Rider) Sword, Spear

King’s Guard

King Imbit (King of the Dwarves) Greatsword
Lor (Warrior) Sword and Shield
Thob (Warrior) Twin Maces
Mirstal (Warrior) Hammer
Kivish (Warrior) Spear

Decapitators

Derek “Hellbringer” (Decapitator, Kill Master) Twin Short Swords
Oklit (Warrior) Long Sword
Lokum (Warrior) Great Axe
Deler (Warrior) Great Sword
Suthmun (Warrior) Twin Swords

Rangers of Flamebanner

Argonnek (Thunderclan Deputy, Crossbow Master) Crossbow, Variety of Bolts, Short Sword, Knives
Zoden (Warrior) Crossbow
Kigok (Warrior) Crossbow
Cerol (Warrior) Crossbow
Stesok (Warrior) Crossbow

Warrior Priests

Othmar (High Priest of Armok) Mace
Paneb (Priest) Wrestler
Rithul (Priest) Wrestler
Sakrith (Priest) Wrestler
Soshosh (Priest) Wrestler

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Argonnek** on **April 02, 2012, 03:14:48 pm**

Approximately how proficient am I with the short sword? I doubt any one dwarf - even an uberdwarf such as mine - could carry enough bolts to take out an army of that size.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 02, 2012, 04:25:33 pm**

Argonnek, did you forget we're off game now? :P

I trained both you and Kanet to mastery of all weapons before losing the files though so you would be Legendary with a sword. And it's true, no one can carry enough bolts for the truly vast army you face. I figure Argonnek is probably carrying a couple hundred bolts of different varieties...possibly including some other new ammo then what I've already shown.

Since this is the finale I'm going to say that each Warrior is a Legendary with their chosen weapons. The civilian militia is probably around Competent with their weapons.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 03, 2012, 11:53:18 am**

Ok, wow. I find it quite appropriate that our final battle coincides with the darkest hour of the Clans:

"The darkest hour the Clans have ever faced has dawned. Hopes will be shattered and heroes will rise as the warriors fight for their very survival."

I can think of no better time to end it :)

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 03, 2012, 01:24:02 pm**

"Why are you here?" Kanet asked, staring at the dead Leader.

"Kanet, you've been to Armok's realm, you've seen the training grounds there. What did you think we were training for? We've been preparing for this battle for years and now we plan to give Uktang a true surprise." Fireheart replied.

Further conversation was interrupted by a thunderous shaking of the ground that sent both Dwarves and enemies sprawling. The once calm surface of the magma pipe was quickly turned violent, and suddenly exploded, flinging magma in all directions and leaving a squad of Kobolds screaming as their armor melted.

A great lizard rose from the magma, a single gold clad figure directing it as it clambered out and shook itself, flinging more magma around. It was swiftly followed by two more whose riders directed them over to the first as more figures began rising from the lava.

Dozens of figures clad in the same golden armor rose up in groups, drawing weapons and seperating into squads the moment they set foot on the ground. More whispers spread throughout the Flamebanner Dwarves as symbols engraved onto the armor of different soldiers was recognized.

"Amazing..." Argonnek breathed as she watched Iton, the legendary Wielder of Mind Bolts walk by with his squad. Elsewhere Wok and Derek were boasting about their skill at decapitating things. Shedim was telling Eddaz about her escape from Spiderthorn and even Barbarossa was present, apparently having traded in his architect's gear for a double bladed spear that he carried with confidence.

"My Deputy, you've done well out here but I hope you won't turn away our help." Firetower said as he came to where Fireheart and Kanet were standing. "After all, every Dwarf here has a grudge of one form or another to settle with this foe."

"You are welcome of course Doldinn, and you as well Fireheart." Kanet said with a nod.

"Nice to see that getting tossed around by Titans hasn't hurt your mind brother." Another voice said as Tanak Masam joined the group while more gold clad Warriors joined the lines...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 03, 2012, 01:39:13 pm**

"Thunderclan is not the only one present today Kanet." Fireheart said after giving the surprised Leader and his brother a few moments.

"Thunderclan, Riverclan, Windclan, Skyclan and Shadowclan are all present. Every Warrior, every Dwarf willing to learn to use a weapon. We even have the great Warrior Amud, first Leader of Thunderclan." Firetower said.

"Even the nobility have found a purpose in Armok's realm, training as hard as anyone, though to be honest I think they just like the gold armor." Fireheart said with a grin.

"Now, I'm sure our enemies have recovered from their surprise by now so I think the time has come to return to our squads." Fireheart said while the magma exploded up once more as a group of Phoenix's took to the air, their riders armed with crossbows and spears and being led by a Warrior clad in blood red armor...

One guess who the guy on the lead Phoenix is

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 03, 2012, 01:47:05 pm**

The list of newly arrived squads (Again, many more Dwarves and squads then listed)

Armok’s Warriors

Phoenix Riders

Armok (God of Blood) Great Sword
Zieg (WoA) (Sword)
Birut (WoA) Sword
Tekkud (WoA) Axe
Amud (WoA) Sword

Bonebreakers of Armok

Sir Nil (Warrior of Armok) Hammer
Bubbles (WoA) Mace
Fred the Femur (WoA) Mace
Bob (WoA) Mace

Decapitators of Armok

Wok (Warrior of Armok) Twin Shortswords
Hawkfrost (WoA) Axe
Arzez (WoA) Longsword
Kornash (WoA) Swords

Marksmen of Armok

Iton (Wielder of Mind Bolts) Crossbow
Tanak Masam (WoA) Crossbow
Volal Togal (WoA) Knives, Crossbow
Govos (WoA) Crossbow
Mamgoz (WoA) Crossbow

Destroyers of Armok

Doldinn Firetower (Former Thunderclan Leader) Spears
Zu Ende (WoA) Mace
Etest Kudar (WoA) Twin Swords
Catten (WoA) Hammer
Tamunshin (WoA) Axe

The Flaming Guard

Fireheart (Former Thunderclan Leader) Short Sword, Shield
Tarmid (WoA) Longsword
Nekik (WoA) Twin Axes
Tharnas (WoA) Swords
Sarek (WoA) Twin Hammers
Barbarossa (WoA) Double-Bladed Spear, Spears
Legolord (WoA) Glass sword and daggers

Magma Lizards

Domas (Magma Lizard Beastmaster) Hammer
Ingtak (Magma Lizard Beastmaster) Hammer
Mingkil (Magma Lizard Beastmaster) Hammer

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **sonerohi** on **April 03, 2012, 09:10:36 pm**

I still think Wok should have tamed Death back in the old days. You kids nowadays have no respect for the art of de-limbing and head removal. Little punks, strollin around on my yard... I had to walk eighteen miles, uphill, through snow, to decapitate just one goblin! And the walk back was uphill through lava!

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **April 03, 2012, 09:14:11 pm**

Oi, I killed myself and lived to tell the tale! Show some respect!

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Argonnek** on **April 03, 2012, 09:59:23 pm**

Why waste time disassembling them when I can just mow them down with crossbow fire? Efficiency is key.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **April 08, 2012, 12:50:59 am**

Oh wow, Bubbles, Barbarossa, Speardwarf (Firetower), and Hammerdwarf will all be participating. Should be an exciting battle!

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 08, 2012, 04:22:12 am**

Sorry guys, seems the fates are against me keeping my promises in regards to the story. Mucked up my arm (not at all sure how) and can't type for very long before it starts hurting...One handed typing is just not an option...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Dermonster** on **April 08, 2012, 10:12:43 am**

Well it *is*, just a very slow one.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **sir dieselot** on **April 09, 2012, 03:42:12 pm**

It's not about wasting time, it's how much fun you have watching goblins explode against trees. You guys didn't ever get that? Shame.

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 18, 2012, 01:19:42 pm**

And I'm back to work :) Update will be forthcoming

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **thunderclan** on **April 18, 2012, 01:45:10 pm**

Uktang had watched with glee as the Dwarven lines were reinforced by the gold clad Warriors from Armok's realm. But when the Phoenix riders arrived with Armok himself in the lead he had burst into laughter. "Armok himself has come to aid his dying people! Today we crush both the Dwarven people and the God of Blood! Attack!" He bellowed at his troops.

Inarticulate screams and terrifying war cries rose from the lines as Goblins and Kobolds charged, followed by hundreds of the Vlagh's hooded Servants. As the distance between the two armies vanished Argonnek and Iton shouted orders and their marksmen began firing while the engineers on the walls fired every catapult and ballista.

Rocks rained down, crushing dozens and throwing others off their feet from the impact while the massive ballista bolts tore through armor and Goblin flesh. Explosions tore through a group of Servants as one of Iton's bolts struck and with a bit of concentration, detonated, taking out the entire group. Argonnek's fire was no less dangerous as she sent magno tipped bolts flying, the strange gems leaving numerous electrocuted bodies behind.

As the now smaller wave of enemies reached the line, the crossbowmen exchanged their crossbows for more suitable weapons...

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **June 21, 2012, 11:57:16 pm**

...Aaaand, final battle?

Title: **Re: Flamebanner: The Battle of Flamebanner!**
Post by: **Heron TSG** on **July 21, 2012, 09:55:30 am**

Monthly bump?

We're so close to the finale! :P